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MORTAL KOMBAT 3

PLAYER'S GUIDE

ARCADE • SONY PLAYSTATION • SEGA SATURN
3DO • SUPER NINTENDO • SEGA GENESIS • PC

by J. DOUGLAS ARNOLD and ZACH MESTON

Mortal Kombat 3 Player's Guide

by J. Douglas Arnold & Zach Meston



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We've gotta start by thanking our two *Mortal Kombat 3* masters, who assisted us in finding and testing the secrets and strategies that fill this book.

BRETT LABORE • WILLY CAMPOS

FROM J. DOUGLAS ARNOLD:

My mother, Joan, always has to come first. Thanks mom for putting up with me and letting me find my way through life without restrictions on my way to peace, love and happiness.

Thanks to Jamie Arnold, my sister-in-law/secretary, for putting out the daily fires here in our office.

Greetings to: Gavin Campbell (the coolest guy to ever walk this earth — you'll never be replaced), Kelly, Russell, Kalani, Jason Brown, Lance, Ross, Gary Gardner, Chris Arnold, Matthew Arnold, Gregg Abbott, John Ricciardi, Adam Dotson, Paz Derham, Steve "Smikey" Henke, Scott Wery & Rose, Larry Antonio, Ruth Ko, Kelvin, Manny, Nick Wakida, Tom Fernandez, Ed Duncan, Jack, Val, Tera & Kyle Kidd, Gary Clisby, Fran & Don, Helen & Rob, Dan & Naomi, Linda & Bill Pierce, and anyone else I've ever met! Thanks for everything!

FROM ZACH MESTON:

Every time I acknowledge my current girlfriend in a book, the relationship goes straight to hell shortly thereafter, so I think it's wise to start with some boss brownnosing instead. Thanks to Chris Bieniek, Betty Hallock, and Chris Gore at *VideoGames*, Mike Davila and Ron Dulin at *Computer Player*, Hal Halpin and Matt Harding at *Videogame Advisor*, Jeff Kitts and Dan Amrich at *FLUX*, and Amy "Skinny Girl" Johns and Mark Frauenfelder at *Wired*.

Thanks to Bonnie Schultz for a great time at the Winchester Mystery House (which hasn't actually occurred as I write this, but I'm guessing it'll be fun).

Thanks to Jennifer Kissell for putting up with my endless barrage of flowers and suggestive e-mails.

Last, but not least, thanks to Doug for being such a good bud (cue the *Full House* "awww" from the audience) as I continue to ride the vomit-inducing roller coaster otherwise known as my life.

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INTRODUCTION

It's no secret that fighting games have taken both the coin-operated arcade and home video game markets by storm — and in 1992, no fighting game was bigger than *Street Fighter II*. Released by the Japanese company Capcom, *Street Fighter II* featured eight World Warriors, each with a unique appearance and fighting style, engaging each other in one-on-one combat. With amazingly large character graphics and a stunning number of fighting options thanks to the six control buttons, *Street Fighter II* became arguably the most popular arcade game since *Pac-Man*.

At Midway Manufacturing, an American coin-op company based in Chicago, *SF II*'s popularity did not go unnoticed. Ed Boon, a Midway programmer who had just completed the side-view football game *Super High Impact*, and John Tobias, a graphic artist and designer whose last project had been the overhead-view shooter *Total Carnage*, came up with the concept of a fighting game that would take full advantage of Midway's revolutionary digitizing technology. Boon and Tobias had a meeting with Midway executives, pitching their idea and dropping the name of the person who they wanted to feature in the game: martial-arts movie star Jean-Claude Van Damme.

Getting Van Damme to participate in the game turned out to be an impossible task — rumor had it that he was negotiating with Sega at the time Midway contacted him — but the Midway brass still gave Boon and Tobias the go-ahead for their digitized fighting game. (Ironically enough, Van Damme appeared as Guile in the 1994 movie *Street Fighter*, based on *Street Fighter II*, and also appeared as a digitized character in Capcom's *Street Fighter: The Movie* coin-op.)

When *Mortal Kombat* hit the streets in late 1992, the digitized graphics and massive characters were impressive for the time, but it was something else about *Mortal Kombat* that got the game-playing public's attention: its graphic violence. Showers of blood would erupt from the



Street Fighter II started the flood of one-on-one fighting games that now dominates the video game industry.

fighters and pool on the ground as blows were exchanged, but that was only a teaser for the carnage to follow. When a player defeated his opponent, the words “FINISH HIM!” appeared on the screen, prompting the player to execute a “Fatality.” Each of *Mortal Kombat*’s seven characters had a unique Fatality: one character incinerated his opponent, another ripped his opponent’s heart out of his chest, and yet another ripped off his opponent’s head with the spinal cord still attached.

Coincidentally, *Mortal Kombat* came out as a *home* video game was setting off a wave of concern over graphic violence in games.

Night Trap was developed by Digital Pictures, a company devoted to using digitized video in all of their products, and released by Sega of America simultaneously with their brand-new Sega CD attachment for the Genesis. *Night Trap* was a horror-movie spoof that had the player protecting a group of nubile young females trapped inside a house crawling with strange creatures dressed in black. While most of the scenes in *Night Trap* were nothing more than bad actors exchanging humorous dialogue, two scenes raised the ire of parents’

groups across the nation. In the first scene, a scantily-clad girl is held by a group of creatures while a device is attached to her neck and her blood is “drilled” out; in the second, a dead soldier is shown hanging upside-down in a closet, being drained of his blood via intravenous tubes. Both scenes were moderately violent at best — more graphic scenes are shown on network TV every night — but they were unlike anything ever seen in video games before, and they set off a media frenzy. (A persistent rumor has it that the *Night Trap* controversy was set off when Nintendo of America called in a Washington TV station to show them the game and point out the violence in their competitor’s products. Nintendo, at the time, censored Super NES games by removing what they considered to be excessive violence.)

Responding to the nationwide concern, Sega announced a game rating system in May of 1993, scheduled to take effect in August. There were three ratings: GA (general audiences), MA-13 (mature audiences — parental discretion advised), and MA-17 (adults only — not



The SNES version of *MK1* was made “less violent,” causing the Genesis version to sell at least twice as well.



The over-hyped “sex and violence” in *Night Trap* is in reality grainy graphics featuring girls in nighties.

appropriate for minors). Nintendo condemned Sega's rating system as a way for Sega to sell graphically violent games.

It was into this volatile environment that New York-based game company Acclaim Entertainment released the Super NES and Sega Genesis versions of *Mortal Kombat* on September 13, 1993, referred to by Acclaim marketers as "Mortal Monday."

The unrated Nintendo version of *Mortal Kombat*, true to Nintendo's policy, was considerably altered. The spattering blood had been changed to gray sweat, and many of the character's Fatalities had been completely redone to remove the graphic violence. For example, in the coin-op *Mortal Kombat*, Sub-Zero's fatality was the aforementioned spine-ripper, but in the Super NES version, Sub-Zero froze his opponent and shattered him into a pile of ice cubes. Curiously, several of the fatalities were left untouched, such as Sonya's "Kiss of Death," which burned the opponent into a charred skeleton. Blood was unacceptable, but immolation was okay?

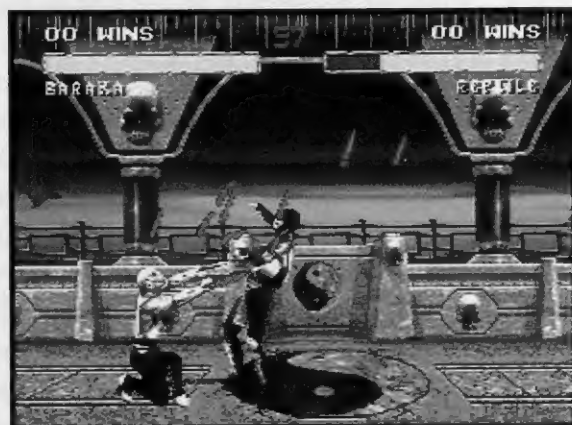
The Sega Genesis version of *Mortal Kombat* was, surprisingly, only rated MA-13, and not MA-17 as had been expected. Stranger still, the Genesis *MK* was also watered down, with no blood or gory fatalities. Or so it seemed.

Although it wasn't mentioned in the manual, Acclaim hid a secret code in the Genesis *Mortal Kombat* that, when entered, activated *all* of the violence of the coin-op, including the Fatalities. The code was printed far and wide in video game magazines, and available on a special phone line set up by Acclaim for players to call. It seemed obvious that *Mortal Kombat* should have been labeled with an MA-17, since all the violence was present, but the use of the code allowed Acclaim to get away with the lesser rating. Sneaky.

While both versions of the game sold well, rumors had the Genesis version outselling the carnage-free Super NES version by anywhere from a 2:1 to a 3:1 margin. Apparently, those rumors were fairly accurate. Nintendo soon relaxed their censorious policies, realizing that appealing to video gamers was wiser than appealing to organizations of people who neither played nor bought video games.

After the incredible success of *Mortal Kombat*, a sequel was inevitable, and in 1994, Midway released *Mortal Kombat II* to an eager public. *MK II* improved over the original game in a remarkable number of ways: sharper graphics, more characters, more moves, more secrets, and, of course, more Fatalities. The home versions of *MK II* were just as successful, and this time, the Super NES version had the same blood and gore as the coin-op.

In June of 1994, still riding the success of *MK II*, Boon, Tobias, and the rest of the



Low sales of the first *Mortal Kombat*, and a major gain in sales of the Genesis system, caused Nintendo to allow blood in *MK II* for the Super Nintendo.

seven-member design team began work on *Mortal Kombat 3*. (The reason for the switch from Roman numerals to plain ol' numbers is unknown.) During the design process, *MK3* underwent a dizzying amount of changes and additions. Some of the most significant:

- A sixth button, the RUN button, below and left of the five buttons (Low Punch, High Punch, Low Kick, High Kick, and Block) in place since the original *MK*. The RUN button was added to speed up the game, and to allow players to be more aggressive. (Many players complained that *MK II* was too much of a defensive game, with offense-oriented tactics resulting in defeat.)
- Three difficulty levels to allow players both sucky and skilled to equally enjoy the game.
- Move combinations that allow a player to strike a series of uninterrupted blows. (The first two *MKs* had limited combos, but they weren't "true" combos.)
- New actors for several returning characters. For example, Sonya Blade, played in the original *MK* by Elizabeth Milecki, was replaced by Kerri Hoskins, a Playboy model who had appeared as a cheerleader in another hit Midway game, *NBA Jam*, and as a player in *NBA Jam: Tournament Edition*. (Several of the actors from *MK* and *MK II*, including Daniel "Johnny Cage" Pesina and Ho Sung "Liu Kang" Pak, have since formed an organization that hires out martial-arts experts to video game companies for digitization into games. The upcoming Atari Jaguar game *Thea Fighting Realm* will be the first to feature these actors.)



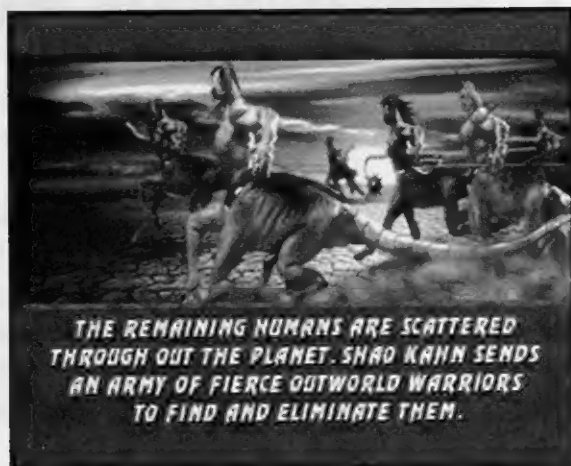
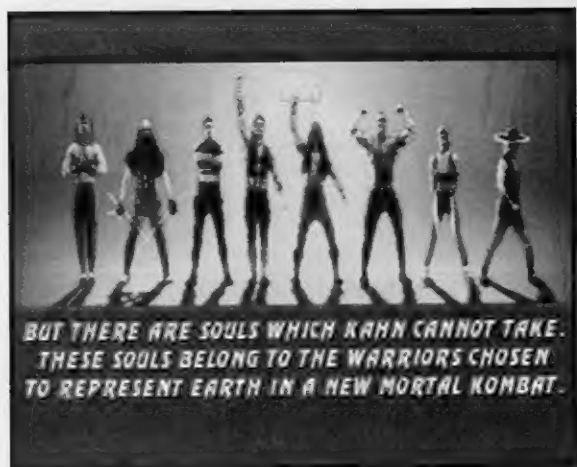
Kerri Hoskins played Sonya in *MK II*. She can also be found in the arcade version of *NBA Jam: TE*.

- A huge number of hidden secrets, activated with a code system that allows for millions of combinations. According to Midway, the code system was created to combat the rapid spread of secrets and information through the Internet computer network, but more skeptical people noted that the huge number of potential codes meant players would spend more money searching for them.

On March 23, 1995 — less than ten months after work began on the game — *MK3* was shown publicly for the first time at the ACME (American Coin Machine Exposition) in Reno, Nevada, and it was an instant hit. Arcade success quickly followed, and as of this writing, the home versions of *MK3* — including a version for the Sony PlayStation, the first appearance of *MK* on a 32-bit game system — have already received rave previews in game magazines. In a unique move, Midway plans to release a major update for the arcade *MK3* at the same time the home versions are released, with even *more* secrets exclusive to the coin-op.

Will there be a *Mortal Kombat 4*? According to Boon and Tobias, that's up to the fans of the game. If there's enough demand, they'll do another sequel. For now, at least, the duo seem to be happy leaving it at *MK3* and enjoying the amazing success the series has enjoyed, spawning everything from comic books to a \$40 million movie starring Christopher Lambert (*Highlander*).

But let's turn our attentions to the here and now, and the book in your hands: the *Mortal Kombat 3 Player's Guide*. We've gathered every last piece of information on the current (2.1) version of *MK3*, including all the moves, all the characters, and a plethora of secrets, including the elusive Ultimate Kombat Kode. If there's anything you don't know about *MK3*, you will by the time you're done gazing through these pages. Read on and experience the joys of *Mortal Kombat 3*!



THE BASICS

HOW TO MASTER *MORTAL KOMBAT 3*

If you're new to *Mortal Kombat 3*, and haven't played any of the previous *Mortal Kombat* games, this is the best place to start. We'll cover basic moves and define the various special moves that must be mastered to beat your opponent.

COMMON/BASIC MOVES

Here's a list of moves that all fighters have in common. Mastering the special moves is the key to winning, but combos are an excellent way to weaken an opponent, and nearly every combo contains several of these basic moves.

HIGH KICK (HK) — Press the High Kick button. Worth 10%.

LOW KICK (LK) — Press the Low Kick button. Worth 10%.

HIGH PUNCH (HP) — Press the High Punch button. Worth 9%.

LOW PUNCH (LP) — Press the Low Punch button. Worth 9%.

RUN (RN) — Press the Run button. Allows you to run toward an opponent quickly. This is very useful when an opponent tends to hang out on the opposite side of the screen throwing projectiles.

JUMP KICK (U+LK or U+HK) — Press Up to jump, then press either kick button. Good for a 15% hit.

ROUNDHOUSE KICK (B+HK) — Hold Back and press High Kick. Worth 17%.

SWEEP KICK (B+LK) — Hold Back and press Low Kick. Worth 15%.

AIR PUNCH (U+LP or U+HP) — Jump into the air (Up), then press High Punch or Low Punch as you approach your opponent. Worth 9%.

UPPERCUT (D+HP) — Hold down and press High Punch while an opponent is standing next to you. Worth 21%.

THROW (F+LP) — Hold Forward and press Low Punch.

RAPID PUNCHES — Move in close and rapidly hit either punch button to release a flurry of punches on your opponent.

FINISHING MOVES

To add a dramatic finish to a battle you'll want to perform a finishing move. You can demolish your opponent with one of two fatalities, munch them up with an Animality, or have some fun with the Babality and Friendship finishes.

FATALITY

Once you've beaten your opponent senseless, and their energy bar is empty, a voice will urge you to "Finish Him!" You'll only have a few seconds to perform a finishing move. If it doesn't work the first time, attempt to make it work a second time because as long as you get the correct moves in during the time allowed it will still count.

MERCY

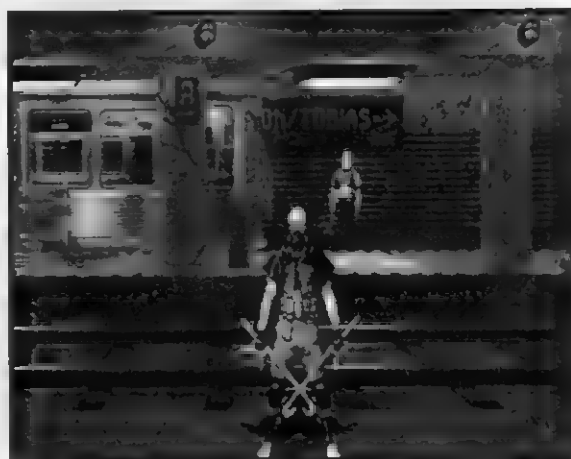
You can give your opponent a second chance by performing a Mercy. He'll regain a small amount of energy so you can continue the fight. You can't perform an Animality unless you first perform a Mercy. A Mercy can only be performed in the third round, which means each opponent must lose one round each. In the third round, when your opponent is drained of energy and you're ordered to finish him, Hold Run, press Down, Down, Down, Down, then release Run.



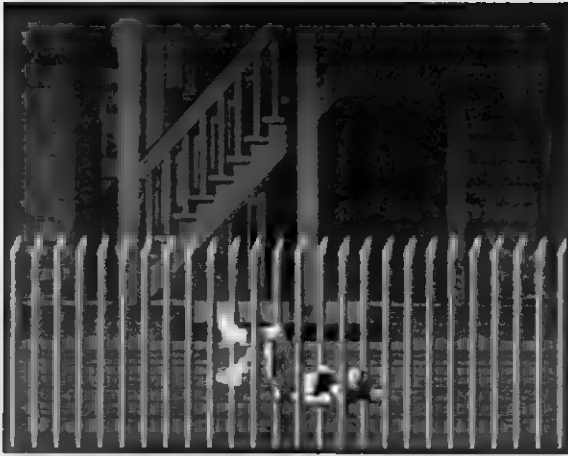
A Mercy can only be performed during the third round (after each opponent has lost one round).

PIT/TOWER/SUBWAY

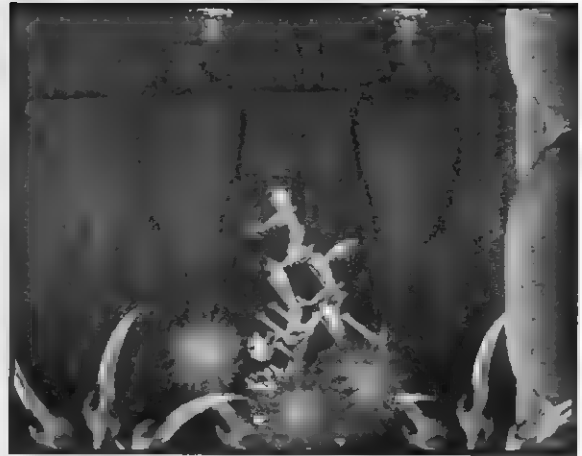
There are three levels that have special fatalities that can only be performed on those stages. In the Pit and Tower you can drop your opponent into spikes or spinning blades, while in the Subway he'll be sent over to the subway track, then run over by the train as it passes by. The fatality move is the same for all three areas, but is different for each character. See the character profiles for more information.



Stryker is about to get plowed down by the 9:15. This is our favorite fatality.



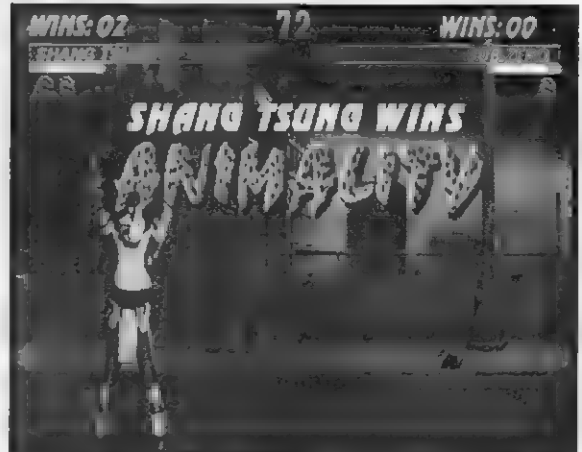
In the Tower you can knock your opponent down through the floor into very tall spikes.



The Pit 3 fatality gets even messier as spinning blades shred your opponent.

ANIMALITY

Rumors become reality in the world of *Mortal Kombat*. The Animality rumor ran rampant as existing in *Mortal Kombat II*, but it didn't exist. Now it does, in *Mortal Kombat 3*. You'll turn into an animal and destroy your opponent. The animations are usually a bit cheesy, but fun to watch. You must perform a Mercy (see previous page), then perform the Animality move for the character you're using.



An Animality can only be performed during the third round, after a Mercy has been performed.

FRIENDSHIP

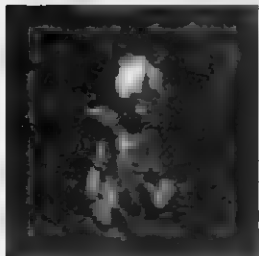
The Friendship finishing moves are also carried over from *Mortal Kombat II*. They're yet another attempt by the designers to lighten the mood and prove there's more to fighting games than blood and gore. They can be performed anytime an opponent is ready to be finished.



For those without a taste for blood, try a Friendship.

BABALITY

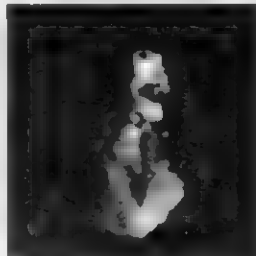
This finishing move will turn your opponent into a baby. It's one of the finishing moves added to *Mortal Kombat II* allowing players to choose a less violent end to the battle.



Cyrax



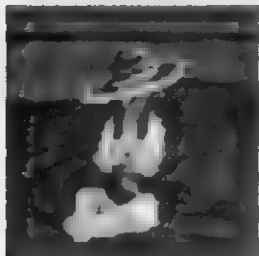
Jax



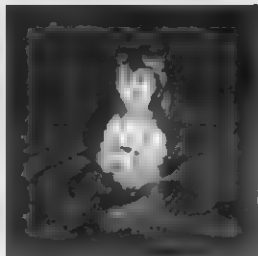
Kabal



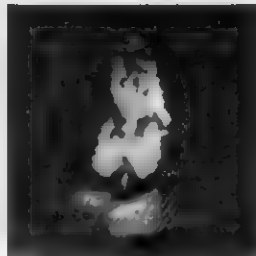
Kano



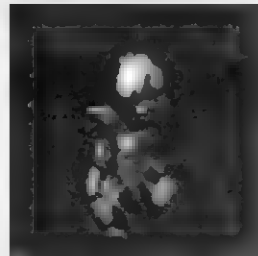
Kung Lao



Liu Kang



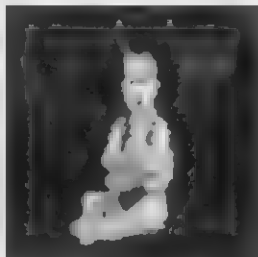
Nightwolf



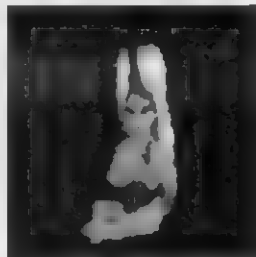
Sektor



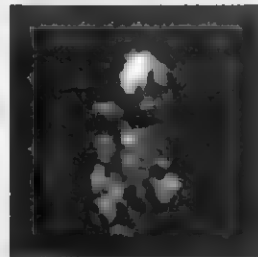
Shang Tsung



Sheeva



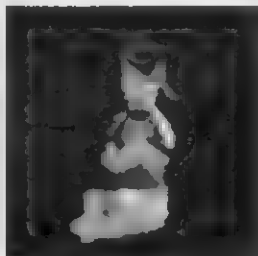
Sindel



Smoke



Sonya



Stryker



Sub-Zero



STRATEGIES

INTRODUCTION

If you're not very good at *Mortal Kombat 3*, don't let it get ya down. Every fighting-game wizard — even our resident ass-whupper, Willy — once used to blow chunks. (Well, okay, maybe he didn't blow chunks, but he wasn't as good as he is now.) That's why we've put together this brief section of basic fighting tips to help out any *Mortal Kombat* newbies who might be reading—and considering this is a hint book, that's probably quite a few of you. A lot of these tips might seem obvious, and they are, but we're sharing them anyway. If we save just one player from blowing chunks, it'll all be worth the effort.

If your opponent is jumping at you...

- ★ Walk backwards and use a Sweep Kick when the opponent lands. Frustrating for him and amusing to you.
- ★ Crouch and use an Uppercut when the opponent is about to land.
- ★ Jump at the opponent and use a Jump Kick to strike him first.
- ★ Jump at the opponent and use an Air Throw if your character has one.



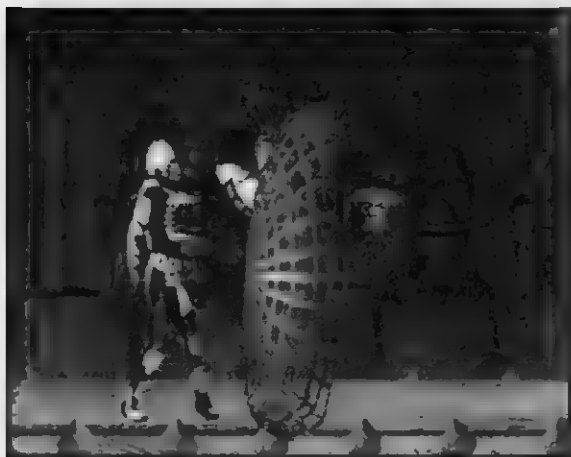
As your opponent is jumping at you walk backwards and Sweep Kick as your opponent lands...



...or, if you're in the right area, you can use an Uppercut to hit your opponent as he lands.

Some characters have special moves that are great for countering jumping attacks.

- ★ **Cyrax:** Use the Energy Net to snag the jumping opponent. (You can jump over the Net; it's just difficult to do.)
- ★ **Kabal:** Jump and shoot an Airball, or use a Tornado Spin just as the opponent touches the ground.
- ★ **Liu Kang:** Jump and shoot a High Fireball.
- ★ **Nightwolf:** Use the Hatchet Uppercut as the opponent comes in at you.
- ★ **Sektor:** Use the Teleport Uppercut.
- ★ **Sindel:** Use the Wave Scream to catch the opponent as he lands.
- ★ **Smoke:** Use the Teleport Uppercut. Bam!
- ★ **Sonya:** Use the Bicycle Kick or the Air Punch; the Air Punch is slightly easier to do, but they both work well.
- ★ **Stryker:** Use a Baton Throw to catch the opponent in mid-air.
- ★ **Sub-Zero:** Use the Ice Clone as your opponent jumps so that he hits it when he lands. Very, very effective.



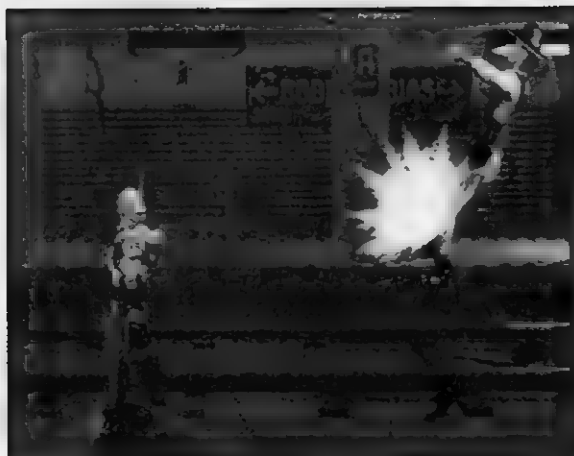
If you're using Cyrax, net your opponent as he jumps toward you.



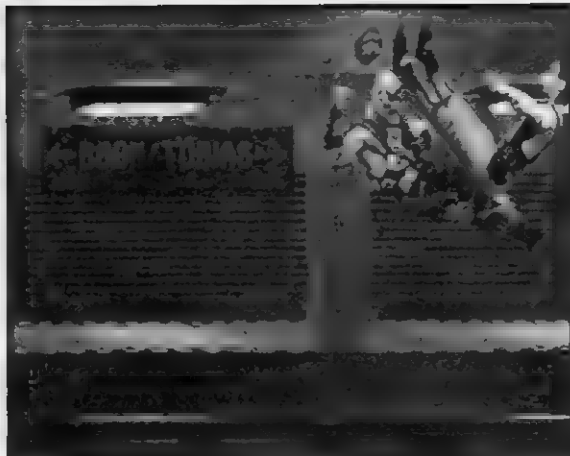
Sub-Zero's Ice Clone is a very effective way to throw off a jumping opponent.

If your opponent is jumping away from you...

- ★ Use a projectile special move and anticipate when your opponent is going to jump, so you hit him with the projectile when he lands.
- ★ Jump at your opponent and quickly use a Jump Kick to hit him just as he leaps into the air. Sometimes, you can nail your opponent several times in a row as he keeps trying to jump away, and you keep kicking him.
- ★ With Sektor and Smoke, use the Teleport Uppercut to hit the opponent. This move works every time, which makes it almost impossible for your foe to jump back.
- ★ Walk up to an opponent until you're at the limit of your sweep range, then use a Sweep Kick. Don't get too close or your opponent can easily counter-attack.
- ★ Use a projectile attack. This is the safest and easiest way to reduce a blocking opponent's energy, but don't use it too much (or from too close) or your opponent will get wise and leap over the projectile to deliver a Jump Kick to your head.



Aim a projectile to hit your opponent landing as they jump away from you.



As an opponent is jumping away, jump at them and Jump Kick them. Be ready to repeat if they jump away again.

Other stuff...

- ★ If your opponent isn't good with Uppercuts, use Jump Kicks at long range. Start the Kick early so he can't counter-attack if he blocks.
- ★ If you block while holding the controller Down, you can be thrown by your opponent. You have to hold the controller Down and Away.
- ★ You can avoid being thrown even if you can't block (because you've been harpooned, frozen, or something else). Just push Away on the controller and you can't be tossed.
- ★ A very basic combo to use against players that suck is the Jump Kick/Sweep Kick combo. Leap at the opponent and deliver a Jump Kick, then use the Sweep Kick as soon as you touch the ground. If your opponent's not blocking, he'll be tripped immediately, and if he is blocking, he'll be pushed back and take a little damage from the Sweep.
- ★ Another fun way to keep your opponent off guard is by running in and doing a Sweep Kick, or running into close range and doing a Killer Kombo.
- ★ If you're trapped in a corner, resist the urge to fight your way out of trouble. Play it safe and jump out of the corner, either with a regular jump or with a special move, such as Smoke's Teleport or Sonya's Air Punch. The best solution, of course, is to avoid getting trapped in a corner to begin with. Stay in the middle of the arena and force your opponent into the corner instead.
- ★ When you're doing a Killer Kombo, the key is speed. If you don't press the buttons fast enough, you won't execute the entire Kombo.
- ★ When you're doing a Mercy, don't stop at four taps Down. Do five or six taps before you release Run, just to be safe.



Stay away from the corners. Use a regular jump or a special move (teleport) to get out of the corners.

THE BOSSES

There are two bosses you'll fight eventually if you're playing a one-player game, or have entered the Kombat Kode in a two-player game (see Kombat Kode section). The technique to defeat either of these enemies is simple, but we'll get as specific as possible in the chapters for each individual fighter.

MOTARO

Motaro belongs to the Centaurian Race (half human, half horse). He has a tail of steel, the ability to teleport, and can shoot fireballs. Projectiles are useless against him (most will bounce back at you!). Kombos work best, since he'll often let down his guard in the middle of a Kombo and take a few hits.



Motaro may block most of your Kombo, but he still lets his guard down enough to take damage.

SHAO KAHN

He's the final boss. He taunts by pointing or laughing, and that's the best time to attack him with projectiles or a Kombo (RUN up to him!).

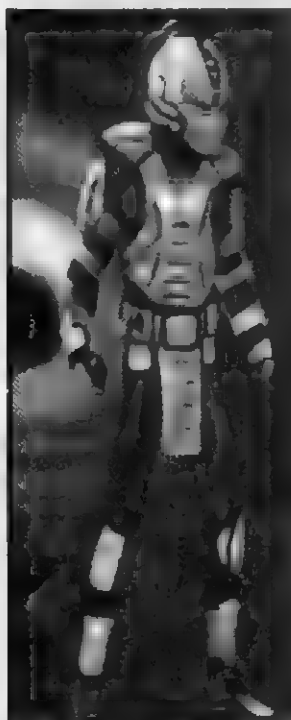


Shao will often attack by charging at you. If it's low you'll get hit, but if it's high and you're ducking you can Uppercut him.

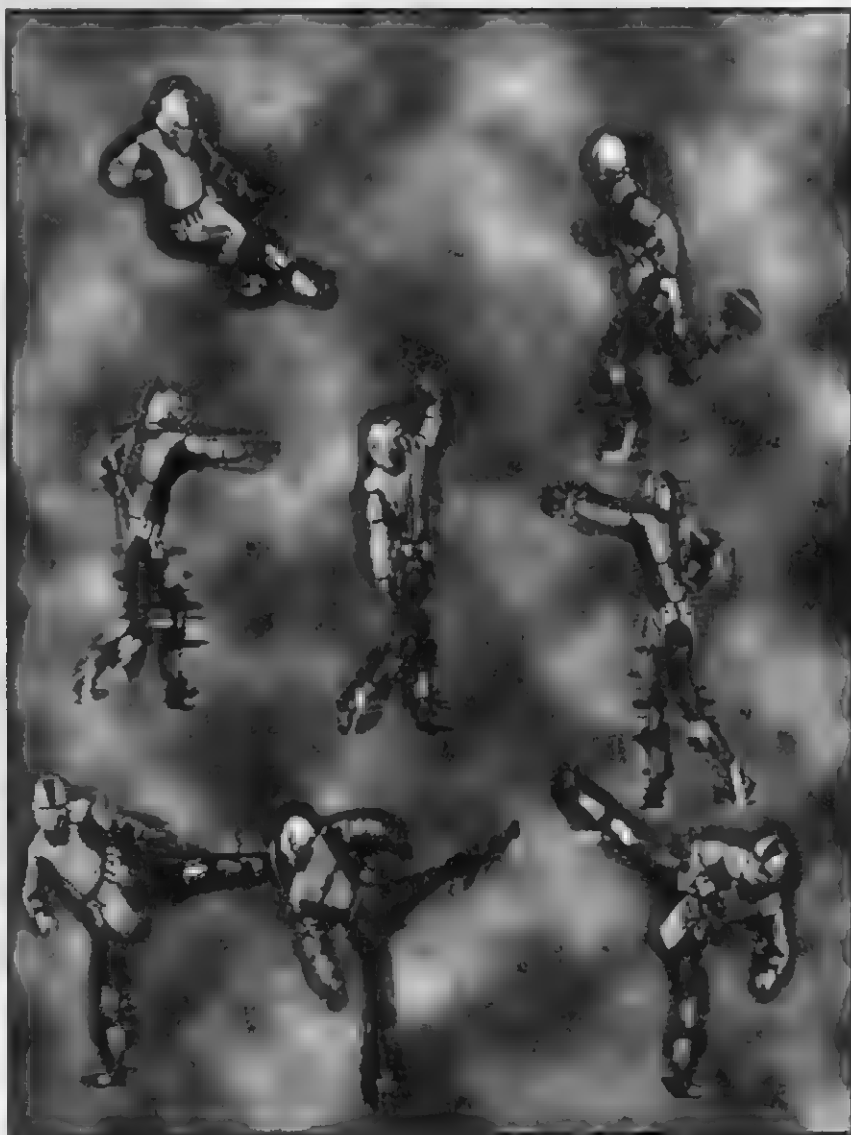


We're not about to ask where he pulls that huge sledgehammer out from!

CYRAX



Cyrax is unit LK-4D4, the second of three prototype cybernetic ninjas built by the Lin Kuei. Like his counterparts his last program command is to find and terminate the rogue Ninja Sub-Zero. Without a soul Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

CYRAX: SPECIAL MOVES

NET

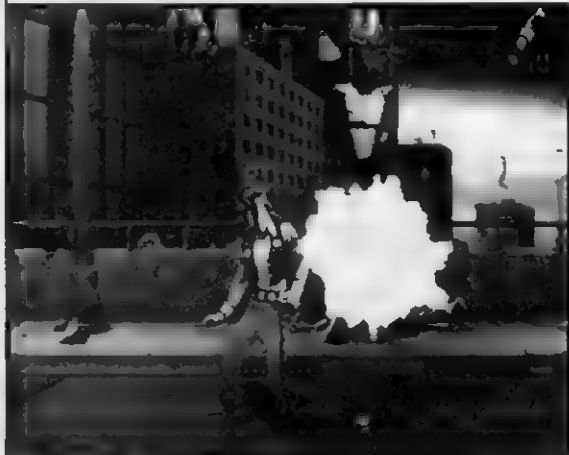
*Back, Back, Low Kick
(B, B, LK)*



The net traps your opponent and causes him to be drawn toward you. Use the net when you're at a distance, and remember that your opponent's projectiles will pass through the net safely.

EXPLODING TELEPORT

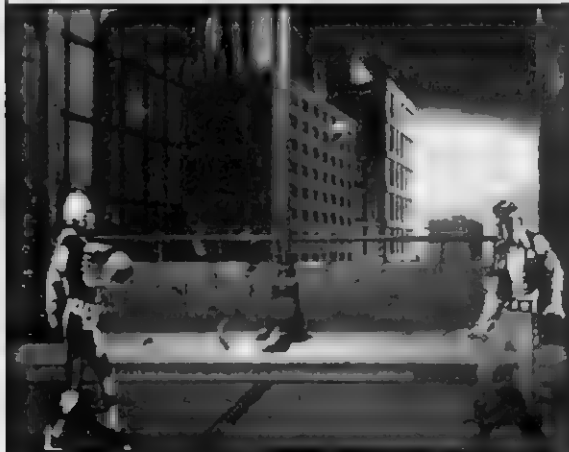
*Forward, Forward, Down, Block
(F, F, D, BLK)*



You'll blow up and reappear next to your opponent. Useful when an opponent is using projectiles to keep you away, or to get out of the corners.

BOMBS

*Close: Hold Low Kick, Back, Back, High Kick
Far: Hold Low Kick, Forward, Forward, High Kick*



You can drop up to two bombs, and they often catch your opponent off guard. Your bombs can't hurt you, so use them to provide a safe landing spot.

AIR THROW

*Back, Down, Forward, Block, Low Punch
(B, D, F, BLK, LP)*



To use this move, you must be on the ground and your opponent must be in the air. Don't press the Low Punch button until the moment you're next to your opponent.

CYRAX: FINISHING MOVES

FATALITY 1

*Hold Block, Down, Down, Forward,
Up+Run (close)*



Mr. Self Destruct! Cyrax sacrifices himself to destroy his opponent, then miraculously reappears unharmed.

FATALITY 2

*Hold Block, Down, Down, Up, Down,
High Punch (close)*



"The Dreadcopter" is the popular name for this fatality. Cyrax flies up off the screen, then dives straight down into the opponent and chops him into several hunks o' meat.

FRIENDSHIP

Run, Run, Run, Run, Up



Cyrax performs The Charleston for his friendship.

ANIMALITY

*Up, Up, Down, Down (close)
(U, U, D, D [close])*



Shark!

PIT/SUBWAY/TOWER

*Run, Block, Run
(close)*

BABALITY

*Forward, Forward, Back, High Punch
(anywhere)*

CYRAX: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 5 HITS • 71%

*Far Bomb, Close Bomb, Uppercut,
Jump Kick, Sweep*

KOMBO #4: 3 HITS • 19%

*High Kick, High Kick, Back+High Kick
(HK, HK, B+HK)*

KOMBO #2: 6 HITS • 30%

*High Punch, High Punch, High Kick,
High Punch, High Kick,
Back+High Kick
(HP, HP, HK, HP, HK, B+HK)*

KOMBO #5: 4 HITS • 22%

*High Punch, High Punch,
High Kick, High Punch
(HP, HP, HK, HP)*

KOMBO #3: 2 HITS • 21%

*Jump Kick, Sweep
(easy, and works with all fighters)*

CYRAX: MOTARO STRATEGIES



Bombs are useless, and projectiles rebound into you. Keep kicking while jumping back and forth until you Jump Kick into Motaro while he's in the air, then RUN up to him while he's stunned...



...and unleash a kombo on him quickly. He may block a few moves in the kombo, but many of the hits still damage him. Kombo #2 is the easiest to land.

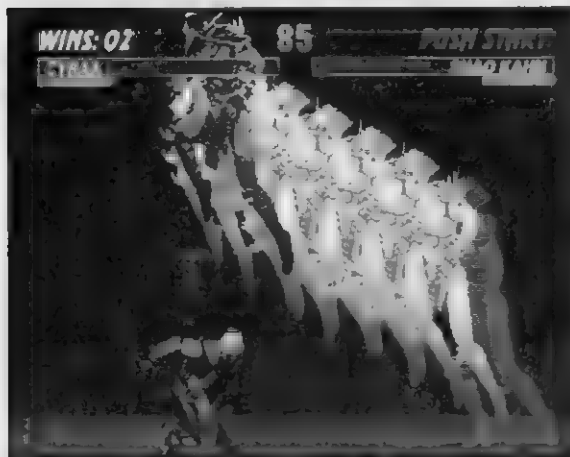
CYRAX: SHAO KAHN STRATEGIES



The net can trap Shao Kahn, but bombs are still useless against this boss. Trap him and use Kombo #2.



When Shao Kahn taunts you or laughs, net him and attack with a kombo. As he falls from the kombo, immediately throw the net again and you usually catch him.

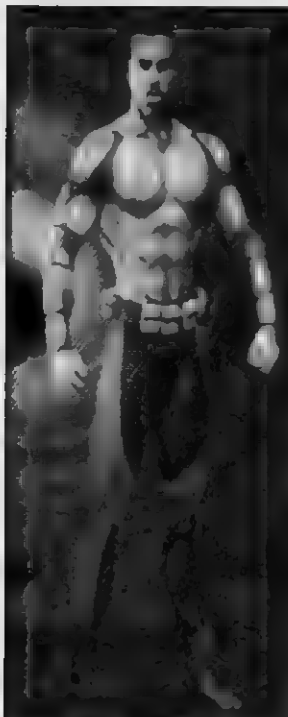


Duck often while fighting Shao Kahn and wait for him to Charge Attack up into the air...

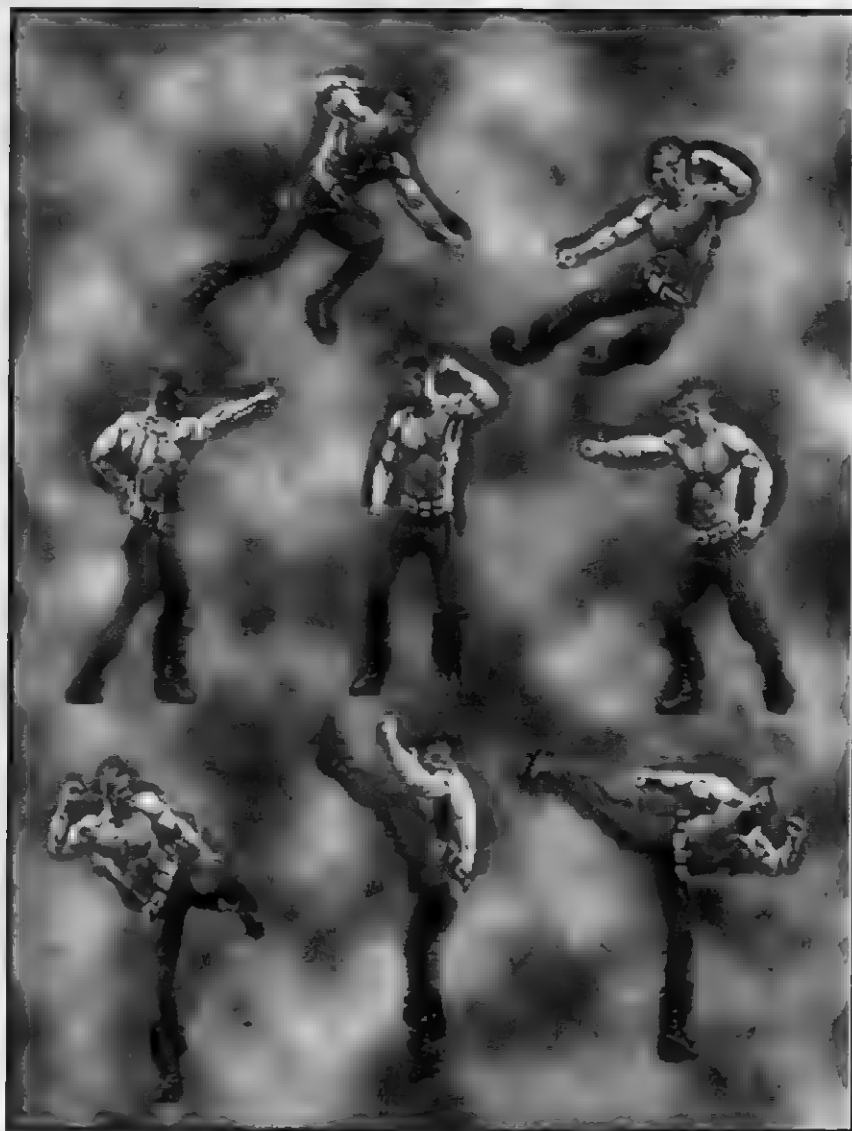


...then nail him with an uppercut for a powerful energy drain. Try to net him when he lands and you can often catch him.

JAX



Maj. Jax Briggs —
After failing to convince his superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war Jax is prepared to win.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

JAX: SPECIAL MOVES

MISSILES

Single: Back, Forward, High Punch

Double: Fwd, Fwd, Back, Back, High Punch



The single missile is useful in close-range situations, since the double missile takes longer to activate and causes Jax to move toward his opponent a bit more.

CHARGE ATTACK

Forward, Forward, High Kick

(F, F, HK)



The Charge Attack is a very quick attack useful in close-range situations. Using it from a distance gives your opponent time to react. It's nearly as effective as the missiles.

GOTCHA PUNCH

Forward, Forward, Low Punch

(F, F, LP)



This close-range attack isn't an effective move against your opponent. However, it does look kinda cool, especially when Jax is punching the crap out of that dweeby Nightwolf.

MULTI SLAM

Low Punch, High Punch, High Punch,

High Punch, High Punch



This move is also a kombo worth 24% energy. It's similar to a regular throw, but packs an extra punch.

JAX: FINISHING MOVES

FATALITY 1: SLICE AND DICE

*Hold Block, Up, Down, Forward, Up,
Release Block (close)*



Jax grows blades on his arms (can you say "Terminator 2"?) and chops his opponent to bits.

FATALITY 2: STOMP

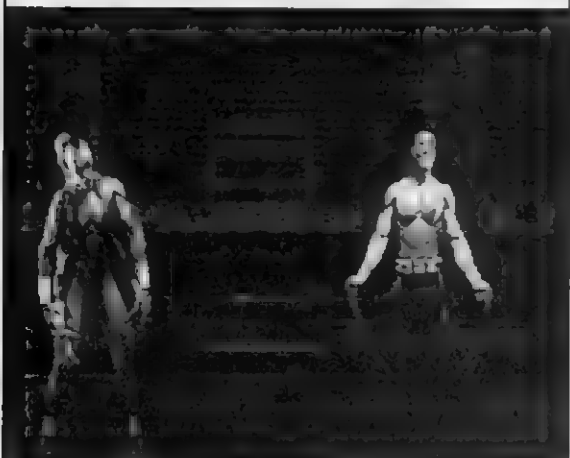
*Run, Block, Run, Run,
Low Kick (far)*



Jax starts to grow as he slides out of view, then uses his mighty boot to stomp his opponent into a bloody pulp. Are those Doc Martens he's wearing?

FRIENDSHIP

Low Kick, Run, Run, Low Kick (far)



"Abraham Simpson, what's you been drinking? Is it booze? Is it wine? Oh my God, it's turpentine!"

ANIMALITY

*Hold Low Punch, Forward, Forward,
Down, Forward (close)*



Damn it, Simba! If I've told you once, I've told you a million times. No eating in the living room. Take that into the kitchen!

PIT/SUBWAY/TOWER

*Down, Forward, Down, Low Punch
(D, F, D, LP)*

BABALITY

*Down, Down, Down, Low Kick (anywhere)
D, D, D, LK (anywhere)*

AIR THROW

Block In Air

GROUND SLAM

*Charge Low Kick for 3 seconds
then release.*

JAX: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 5 HITS • 24%

*High Punch, High Punch, Block,
Low Punch, Back+High Punch
(HP, HP, BLK, LP, B+HP)*

KOMBO #4: 4 HITS • 24%

*Throw (F+LP), High Punch rapidly,
Quadra Slam*

KOMBO #2: 7 HITS • 33%

*High Kick, High Kick, Down+High Punch,
High Punch, Block, Low Punch,
Back+High Punch
(HK, HK, D+HP, HP, BLK, LP, B+HP)*

KOMBO #5: 3 HITS • 19%

*High Kick, High Kick, Back+High Kick
(HK, HK, B+HK)*

KOMBO #3: 6 HITS • 31%

*High Kick, High Kick, Down+High Punch,
High Punch, Block, Low Punch
(HK, HK, D+HP, HP, BLK, LP)
(nearly #2, but slightly easier)*

KOMBO #6: 2 HITS • 21%

*Jump Kick, Sweep
(easy, and works with most fighters)*

JAX: MOTARO STRATEGIES



The Ground Slam is useless against Motaro. Jump and kick until you hit Motaro when he's in the air...



...then run up to him and nail him with Kombo #1.

JAX: SHAO KAHN STRATEGIES



Duck and wait for Shao Kahn to charge attack into the air...



...then uppercut him. As he lands, run up to him and unleash Kombo #1.

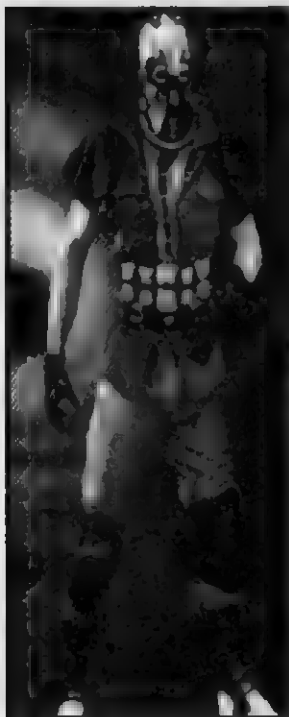


When Shao Kahn is laughing or taunting you (pointing)...

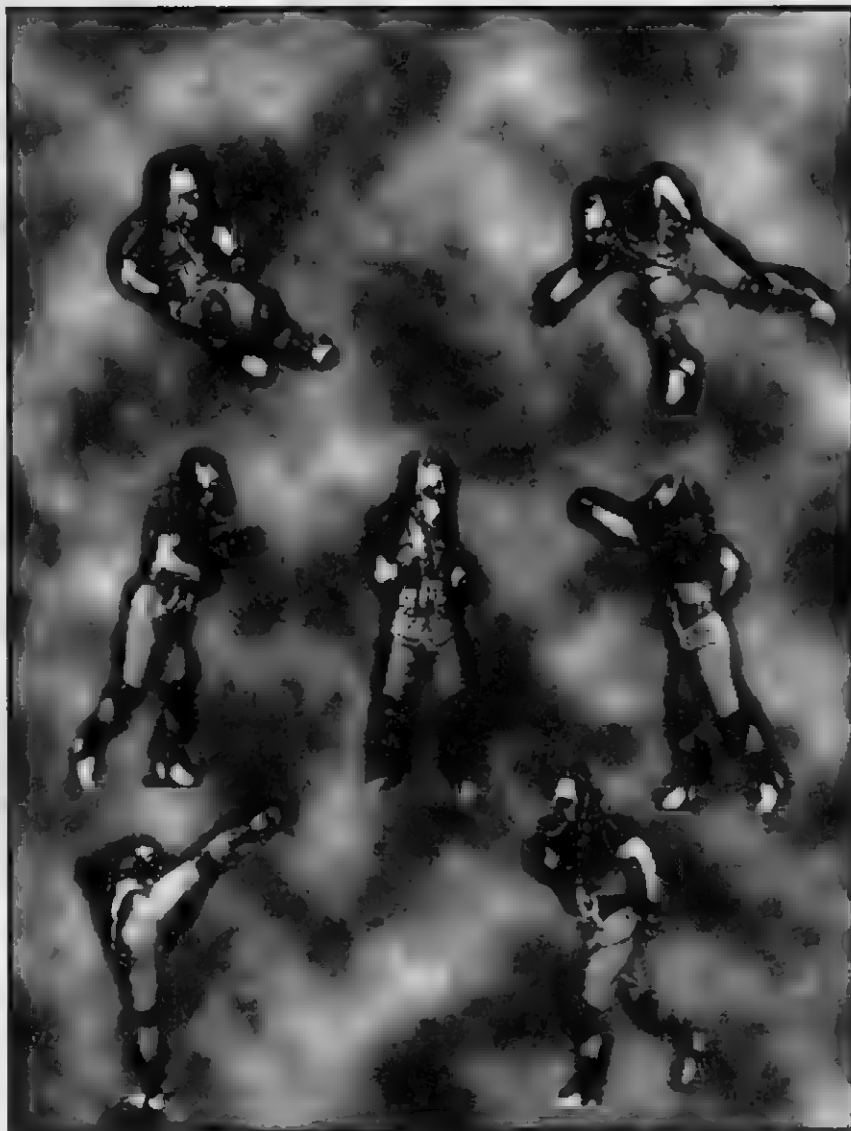


...run up to him and slam him with a kombo.

KABAL



As a chosen warrior his identity is a mystery to all. It's believed that he is the survivor of an attack by Shao Kahn's extermination squads. As a result he is viciously scarred and kept alive only by artificial respirators, and a rage for ending Shao Kahn's conquest.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

KABAL: SPECIAL MOVES

TORNADO SPIN

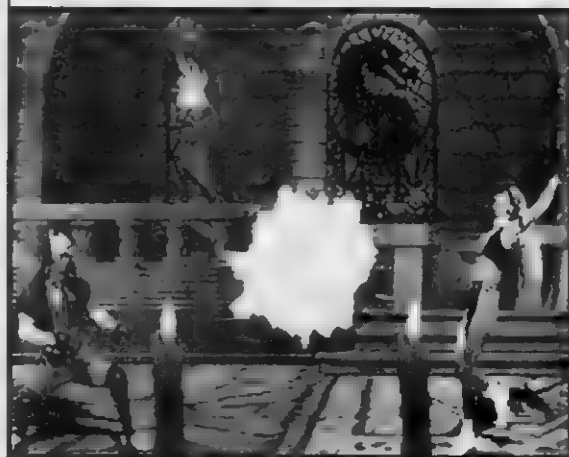
Back, Forward, Low Kick
(B, F, LK)



Use the Tornado Spin to send your opponent spinning, then run back up to him and unleash the combo of your choice.

PURPLE FIREBALL

Back, Back, High Punch
(B, B, HP)



This is a good short range attack to knock your opponent away from you.

AIRBALL

Up, Back, Back, High Punch
(U, B, B, HP)



This is an excellent weapon against opponents that jump often.

GROUND BLADES

Back, Back, Back, Run
(B, B, B, Rn)



When your opponent is far away, use the Ground Blades to surprise them with spinning blades in their feet.

KABAL: FINISHING MOVES

FATALITY 1

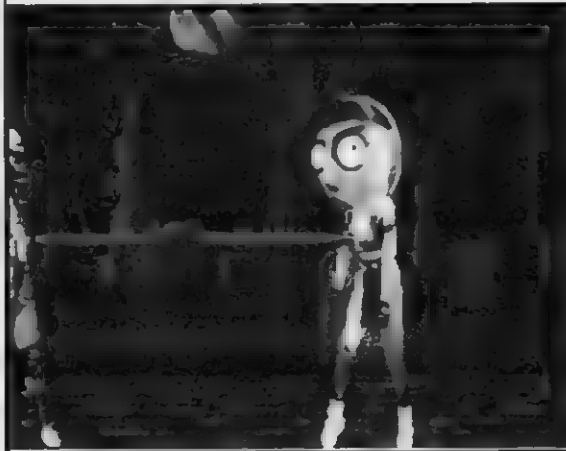
Run, Block, Block, Block, High Kick (close)
(Rn, Blk, Blk, Blk, HK)



Kabal's not just the president of the Butt-Ugly Faces for Men Club — he's also a client. Here, he looks at Kano and causes him to scream like a girl.

FATALITY 2

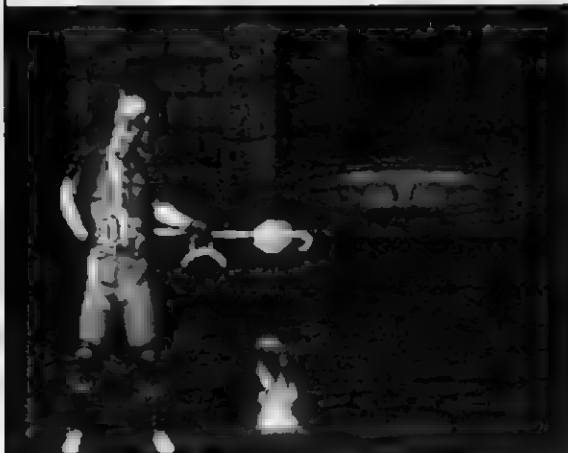
Down, Down, Back, Forward, Block (sweep)
(D, D, B, F, Blk)



Kabal just wants to pump Sonya up. (I guess what they say is true — blondes really *are* airheads.)

FRIENDSHIP

Run, Low Kick, Run, Run, Up (far)
(Rn, LK, Rn, Rn, U)



"Hey, everybody, I brought the marshmallows! Who brought the Spam?"

ANIMALITY

Hold High Punch, Forward, Forward, Down, Forward (close)



Kabal morphs into the skeleton of a... what the heck is it, anyway? A bull? A rhinoceros? The bones of the Elephant Man? (He is not an animal — he is a human being!)

PIT/SUBWAY/TOWER

*Block, Block, Block, High Kick
(Blk, Blk, Blk, HK)*

BABALITY

*Run, Run, Low Kick
(Rn, Rn, LK)*

KABAL: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 9 HITS • 51%

*Tornado, Back, Back, Back, Run,
Low Kick, Low Kick, High Punch,
High Punch, Down+High Punch,
Jump Kick, Air Fireball*

KOMBO #4: 2 HITS • 21%

*Jump Kick, Sweep
(JK, B+LK)*

KOMBO #2: 5 HITS • 27%

*Low Kick, Low Kick, High Punch,
High Punch, Down+Low Punch*

KOMBO #5: 5 HITS • 25%

*Low Kick, Low Kick, High Punch,
High Punch, Down+High Punch
(LK, LK, HP, HP, D+HP)*

KOMBO #3: 4 HITS • 25%

*High Punch, High Punch,
Down+Low Punch, Down+High Punch
(HP, HP, D+LP, D+HP)*

KABAL: MOTARO STRATEGIES

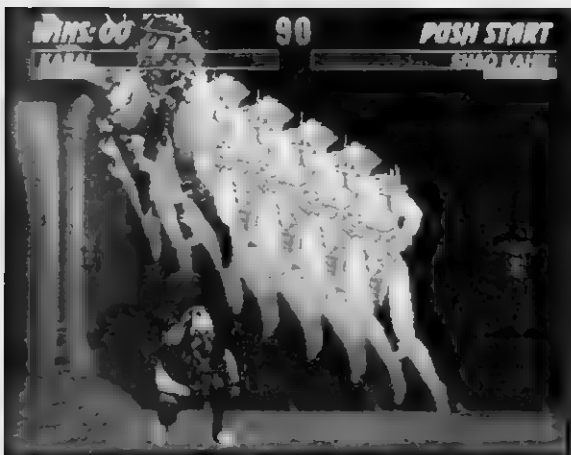


The Ground Blades and projectiles are useless against Motaro. Jump and kick until you kick him as he jumps...



...then run up to him and slam him with Kombo #5.

KABAL: SHAO KAHN STRATEGIES



Duck and wait for Shao Kahn to charge attack into the air...



...then uppercut him. Follow up by running up to him as he lands and hitting him with Kombo #5.



Sometimes you can use the Tornado Spin...



...to send Shao Kahn rolling out of control...



...then slam him with a vicious kombo.

KANO



Kano is thought to have been killed in the first tournament. Instead he's found alive in the Outworld where he once again escapes capture by Sonya. Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul. Kahn needs someone to teach his warriors how to use Earth's weapons. Kano is the man to do it.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

KANO: SPECIAL MOVES

CANNONBALL

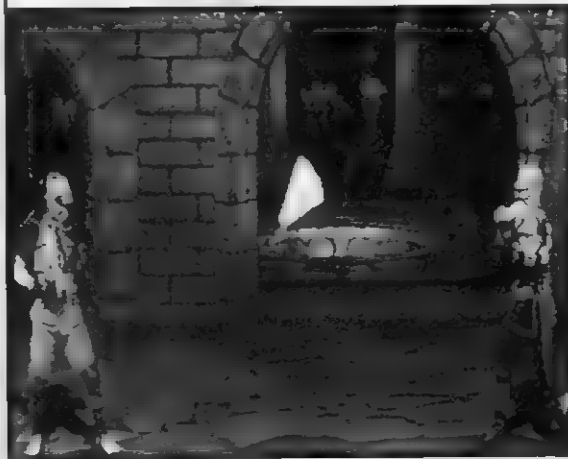
Hold LK for 3 seconds



This is a fast move similar to a projectile. You can use it from a distance, but your opponent will be more likely not to block if you use it when you're close.

KNIFE THROW

*Forward, Down, Back, High Punch
(F, D, B, HP)*



Now *this* is a knife! The Knife Throw is another useful projectile that's effective from close range to surprise your opponent.

KNIFE UPPERCUT

*Back, Down, Forward, High Punch
(B, D, F, HP)*



This move works best to ward off opponents that often jump or run at you.

CHOKE

*Back, Down, Forward, Low Punch
(B, D, F, LP)*

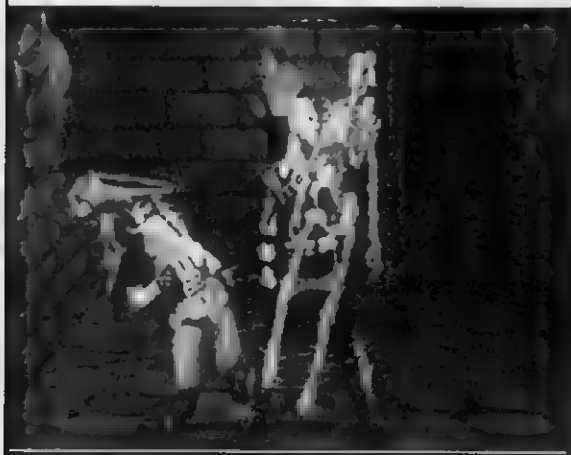


Not only does it look really, really bad, it's also not a very useful move. If you think it looks lame in still pictures, wait until you see the full-motion version!

KANO: FINISHING MOVES

FATALITY 1

Hold Low Punch, Forward, Down, Down, Forward (close)



Ever walked into a science classroom and seen a skeleton hanging in the corner? Well, this is how they get 'em. We swear.

FATALITY 2

Low Punch, Block, Block, High Kick (sweep distance)



"Captain Picard is one of the Borg!" shouts Jax, just before Kano pierces his nipple with a well-placed laser beam.

FRIENDSHIP

Low Kick, Run, Run, High Kick (far) (LK, Rn, Rn, HK)



Kano blows a bubble with the wad of Bubble Yum he's been chewing for the duration of the fight. (This caption sponsored by Bubble Yum. Bubble Yum — keeps it poppin'!)

ANIMALITY

Hold High Punch, Block, Block, Block, Release High Punch (close)



The itsy-bitsy spider crawls up his paralyzed opponent and squeezes her like a turnip, causing a shower of blood that just might make you hurl all over yourself.

PIT/SUBWAY/TOWER

Up, Up, Back, Low Kick

AIR THROW

Block In Air

BABALITY

*Forward, Forward, Down, Down,
Low Kick*

KANO: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 6 HITS • 36%

*High Punch, High Punch,
Down+Low Punch, Down+High Punch,
Jump Kick, Sweep Kick
(HP, HP, D+LP, D+HP, Jump Kick, Sweep Kick)*

KOMBO #2: 5 HITS • 26%

*High Punch, High Punch, High Kick,
Low Kick, Back+High Kick
(HP, HP, HK, LK, B+HK)*

KOMBO #3: 4 HITS • 23%

*High Kick, High Kick, Low Kick,
Back+High Kick
(HK, HK, LK, B+HK)*

KOMBO #4: 3 HITS • 19%

*High Kick, High Kick, Low Kick
(HK, HK, LK)*

KOMBO #5: 2 HITS • 21%

Jump Kick, Sweep

KOMBO #6: 4 HITS • 22%

*High Punch, High Punch,
Down+Low Punch, Down+High Punch
(HP, HP, D+LP, D+LP)*

KANO: MOTARO STRATEGIES



The projectiles and the choke aren't effective against Motaro. Jump and kick until you kick him while he's in the air...



...then attack with Kombo #6.

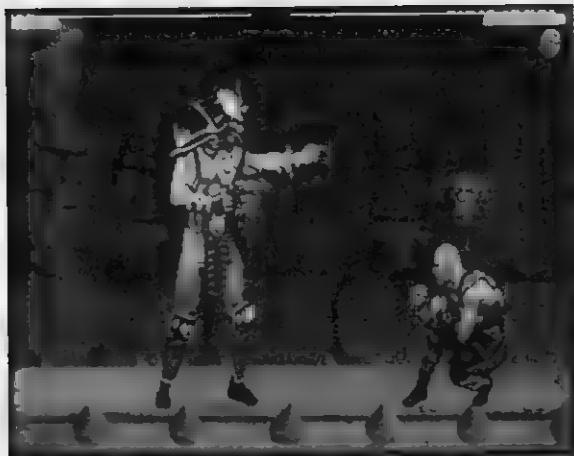
KANO: SHAO KAHN STRATEGIES



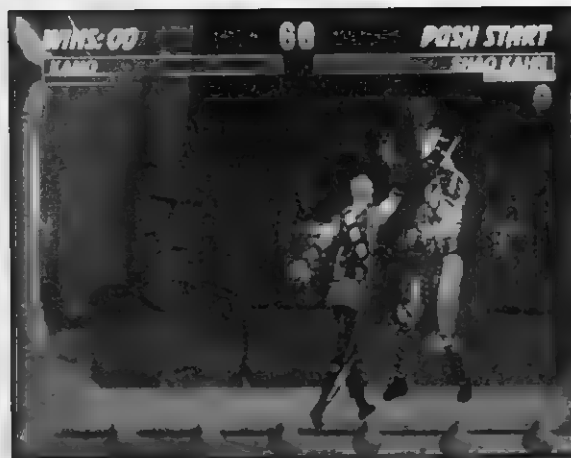
Duck down and wait for Shao Kahn to charge attack into the air...



...then uppercut him. Run up to him as he lands and surprise him with Kombo #5.



If Shao Kahn is taunting you or laughing at you (as opposed to laughing *with* you), run up to him...



...and slam him with Kombo #1.

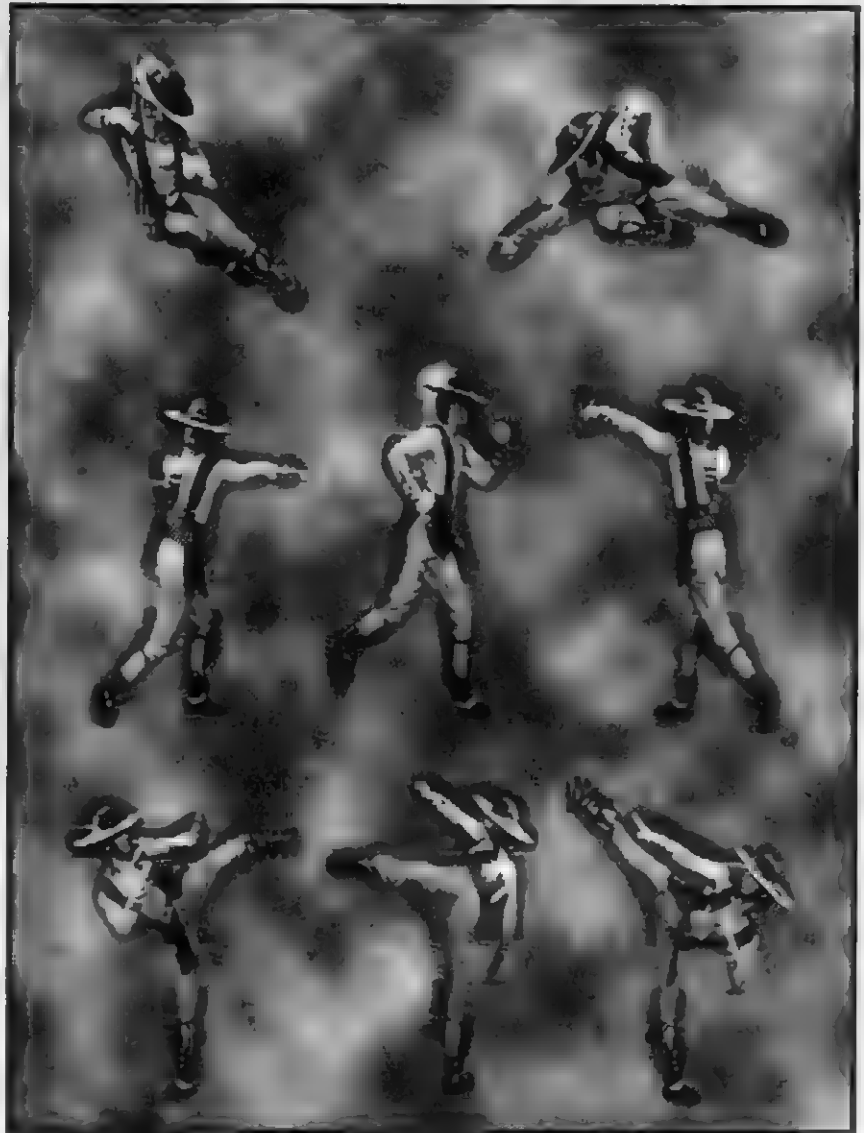


And, um, that's it.

KUNG LAO



Kung Lao's plan to reform the White Lotus Society comes to a halt when Shao Kahn's invasion takes the earth by storm. As a chosen warrior, Kung Lao must use his greatest fighting skills to bring down Shao Kahn's reign of terror.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

KUNG LAO: SPECIAL MOVES

HAT THROW

Back, Forward, Low Punch
(B, F, LP)



This projectile is better than most, because opponents can't duck under it, although they can still block it. Use it at close range to surprise your opponent.

TELEPORT

Down, Up
(D, U)



This is a good move to catch your opponent off guard. You jump off the top of one side and come up behind him.

DIVE KICK

Down, High Kick (in air)
(D, HK [air])



This is a good move to surprise your opponent. He's probably expecting a regular jump kick, but instead, you quickly fly down into him.

SPIN SHIELD

Forward, Down, Forward, Run
(rapidly tap Run as you begin to spin)



You must keep pumping the spin up by rapidly pressing the Run button. You'll be vulnerable to hits until you get your speed up. You can keep the spin up for a long time as long as you don't take a hit.

KUNG LAO: FINISHING MOVES

FATALITY 1

*Run+Block, Run+Block, Down
(anywhere)*



Kung Lao sets his hat to “puree” and makes a tasty carnage smoothie out of his defeated foe.

FATALITY 2

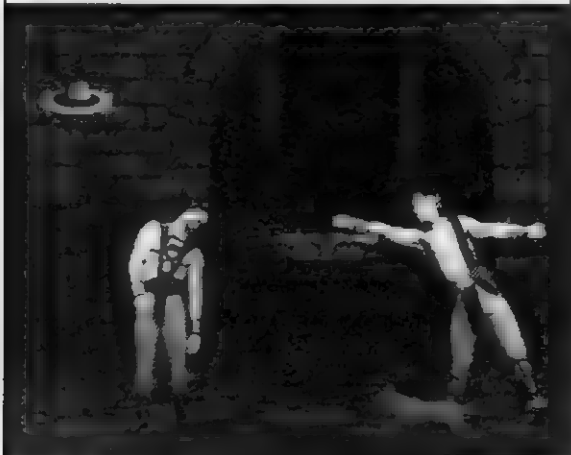
*Forward, Forward, Back, Down,
High Punch (close)*



Did you know that “decapitated head” is an incorrect term? A *body* is decapitated; a head is *disembodied*. And really, really gross in either case.

FRIENDSHIP

*Run, Low Punch, Run, Low Kick (any)
(Rn, LP, Rn, LK [any])*



Fetch, Sparky!

ANIMALITY

*Run, Run, Run, Run, Block
(close)*



Kung Lao morphs into a cheetah, the fastest animal in the wild kingdom--and then just sits there and eats his opponent. Big wow.

PIT/SUBWAY/TOWER

*Down, Down, Forward, Forward,
Low Kick (D, D, F, F, LK)*

BABALITY

*Down, Forward, Forward, High Punch
(D, F, F, HP)*

KUNG LAO: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 7 HITS • 34%

*High Punch, Low Punch, High Punch,
Low Punch, Low Kick, Low Kick,
Back+High Kick
(HP, LP, HP, LP, LK, LK, B+HK)*

KOMBO #3: 3 HITS • 19%

*Low Kick, Low Kick, High Kick
(LK, LK, HK)*

KOMBO #2: 4 HITS • 22%

*High Punch, Low Punch, High Punch,
Low Punch
(HP, LP, HP, LP)*

KOMBO #4: 2 HITS • 21%

Jump Kick, Sweep

KUNG LAO: MOTARO STRATEGIES

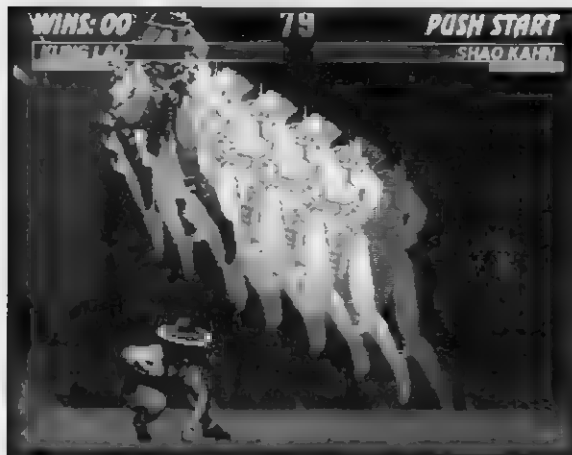


The Spinshield is as useless as ever here, and now the Hat Throw is ineffective. Jump and kick until you kick Motaro while he's jumping...



...then run up to him and castigate him with Kombo #1. (Can you tell I'm using my thesaurus?)

KUNG LAO: SHAO KAHN STRATEGIES



Duck down and wait for Shao Kahn to charge attack upward...



...then excoriate him with Kombo #1. (Yep! Still using that thesaurus!)



If Shao Kahn taunts you or laughs, run up to him and hit him with a kombo...



...or throw your hat at him.

LIU KANG



After the Outworld invasion, Liu Kang finds himself the prime target of Kahn's extermination squads. He is the Shaolin champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

LIU KANG: SPECIAL MOVES

BICYCLE KICK

Hold LK for 3 seconds.



Liu does his best impersonation of Curly (you know, the Three Stooges) as he attacks. This is a good surprise attack to charge up while waiting for a round to start, or while ducking.

FLYING KICK

*Forward, Forward, High Kick
(F, F, HK)*



The Flying Kick is nearly as effective as a projectile. You fly at your opponent very quickly, and if you're close to him, he probably won't have time to react.

HIGH FIREBALL

*Up, Forward, Forward, High Punch
(U, F, F, HP) Can be done in air.*



The high fireball can be performed on the ground or in the air. A very effective way to discourage your opponent from jumping at you.

LOW FIREBALL

*Forward, Forward, Low Punch
(F, F, LP)*

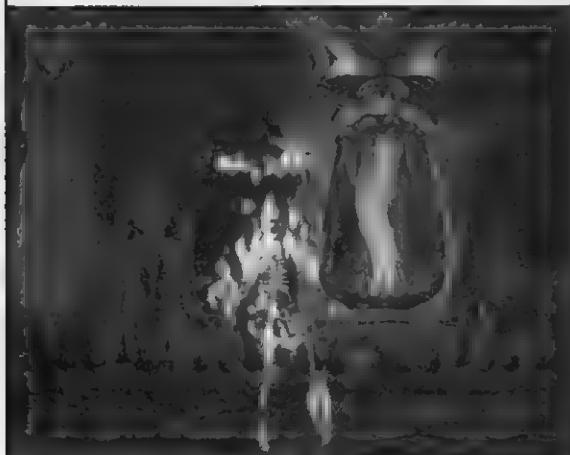


This is one of the few projectile attacks you can perform while ducking under an opponent's projectile. An excellent projectile counter-attack.

LIU KANG: FINISHING MOVES

FATALITY 1

*Forward, Forward, Down, Down,
Low Kick (anywhere)*



To quote a song by Rage Against the Machine, a rock band that you should be listening to if you consider yourself even moderately cool: "Burn! Burn! Yes, you're gonna burn!"

FRIENDSHIP

Run, Run, Run, Down+Run



Yeah, but can he make a rabbit?

FATALITY 2

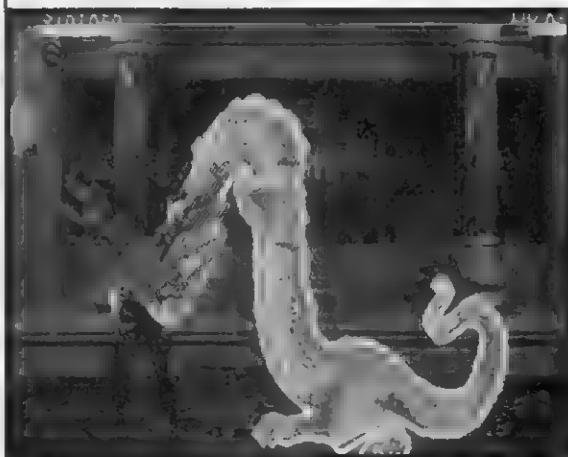
*Up, Down, Up, Up, Block+Run
(anywhere)*



Liu Kang finds a purpose for all those old, unplayed MK coin-ops by using them to kill people. Isn't recycling great?

ANIMALITY

*Down, Down, Up
(sweep distance)*



Big dragon appear. Eat upper half of Jax. Dragon happy. Jax dead. Blood everywhere.

PIT/SUBWAY/TOWER

*Run, Block, Block, Low Kick
(Rn, Blk, Blk, LK)*

BABALITY

*Down, Down, Down, High Kick
(anywhere)*

LIU KANG: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 7 HITS • 34%

*High Punch, High Punch,
Block, Low Kick, Low Kick,
High Kick, Low Kick
(HP, HP, Blk, LK, LK, HK, LK)*

KOMBO #3: 3 HITS • 41%

*Bicycle Kick, Roundhouse, Sweep
(must be in corner)*

KOMBO #2: 4 HITS • 25%

*Low Kick, Low Kick, High Kick,
Low Kick
(LK, LK, HK, LK)*

KOMBO #4: 2 HITS • 22%

Jump Kick, Flying Kick

LIU KANG: MOTARO STRATEGIES



The fireballs are ineffective against Motaro. Jump and kick until you kick him while he's jumping...



...then attack him with Kombo #1.

LIU KANG: SHAO KAHN STRATEGIES



Duck down and wait for Shao Kahn to charge attack upward...



...then hit him with Kombo #1 to knock him into the air. Run to meet him as he lands and attack with a kombo before he regains his senses.



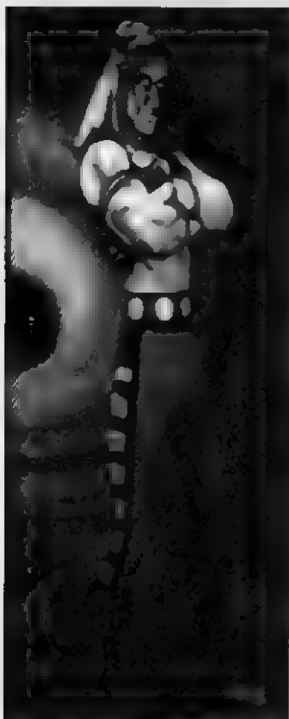
When Shao Kahn is laughing or taunting you ("Does this bug you? I'm not touching you!")...



...run up to him and unleash Kombo #1.



NIGHTWOLF



Works as a historian and preserver of his people's culture. When Kahn's portal opens over North America, Nightwolf uses the magics of his Shamen to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

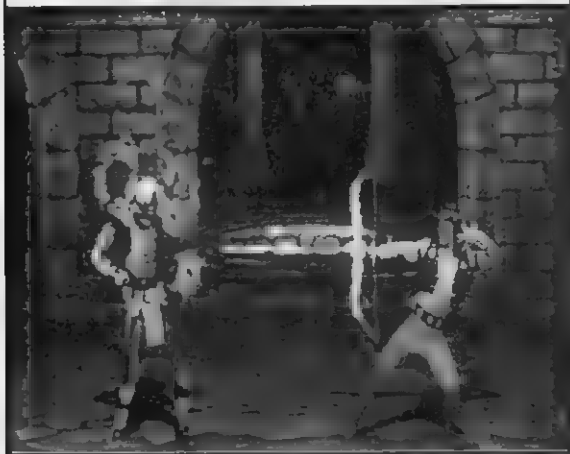


NOTE: Quick Reference pages for each fighter appear in the back of this book.

NIGHTWOLF: SPECIAL MOVES

ARROW SHOOT

*Down, Back, Low Punch
(D, B, LP)*



Nightwolf honed his archery skills at Hiawatha Summer Camp. Notice his perfect form with elbow bent and head forward.

HATCHET UPPERCUT

*Down, Forward, High Punch
(D, F, HP)*



The perfect special move for when you're getting up close and personal with your opponent.

REFLECTOR SHIELD

*Back, Back, Back, High Kick
(B, B, B, HK)*



This cool special move reflects an opponent's projectile back at him while also showing off Nightwolf's aura.

SHOULDER RAM

*Forward, Forward, Low Kick
(F, F, LK)*

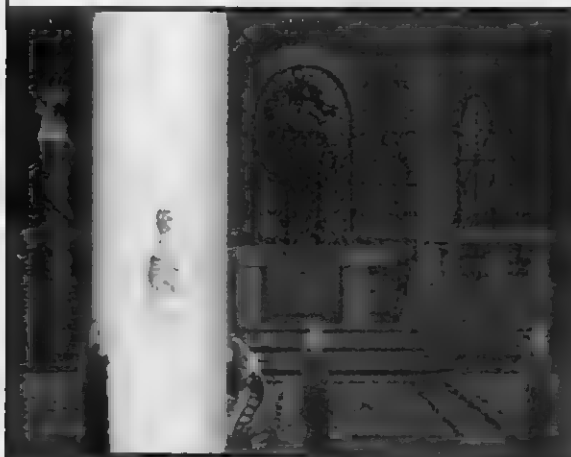


Not a great move from long range, since your opponent can see it coming, but an excellent short-range maneuver.

NIGHTWOLF: FINISHING MOVES

FATALITY 1

*Up, Up, Back, Forward, Block (close)
(U, U, B, F, BL [close])*



Nightwolf's opponent is sucked into a UFO and subjected to a series of bizarre experiments, most of them involving cold metal probes applied to his or her naughty bits.

FATALITY 2

*Back, Back, Down, High Punch
(sweep)*



Thunderbolts and lightning, very very frightening, and very very deadly.

FRIENDSHIP

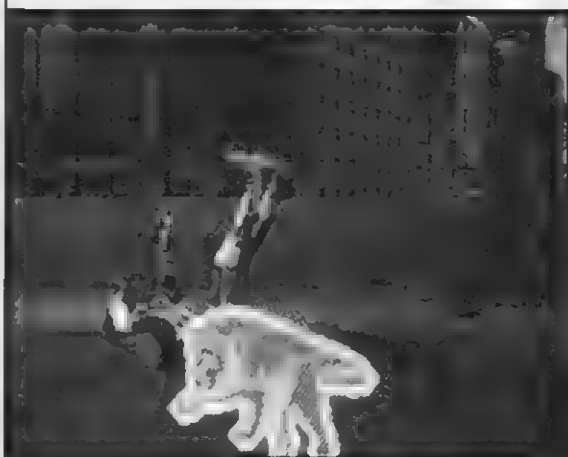
Run, Run, Run, Run, Down (far)



Raiden makes a cameo appearance to fool legions of MK3 players into thinking that he's in the game and spending another fifty bucks looking for him.

ANIMALITY

*Forward, Forward, Down, Down (close)
(F, F, D, D)*



A wolf?! Who would have guessed?

PIT/SUBWAY/TOWER

Run, Run, Block

BABALITY

*Forward, Back, Forward, Back, Low Punch
(F, B, F, B, LP)*

NIGHTWOLF: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 7 HITS • 42%

*Low Kick, High Punch, High Punch,
Low Punch, Axe, Jump Kick, Sweep
(LK, HP, HP, LP, Axe, Jump Kick, Sweep)*

KOMBO #3: 5 HITS • 26%

*High Punch, High Punch, Low Punch,
Axe, High Punch
(HP, HP, LP, Axe, HP)*

KOMBO #2: 6 HITS • 34%

*Low Kick, High Punch, High Punch,
Low Punch, Axe, Sweep
(LK, HP, HP, LP, Axe, Sweep)*

KOMBO #4: 5 HITS • 28%

*Low Kick, High Punch, High Punch,
Low Punch, Axe
(LK, HP, HP, LP, Axe)*

NIGHTWOLF: MOTARO STRATEGIES



The Arrow Shoot and Reflector Shield are ineffective against Motaro. Jump and kick until you kick him while he's jumping...



...then hit him with Kombo #4.

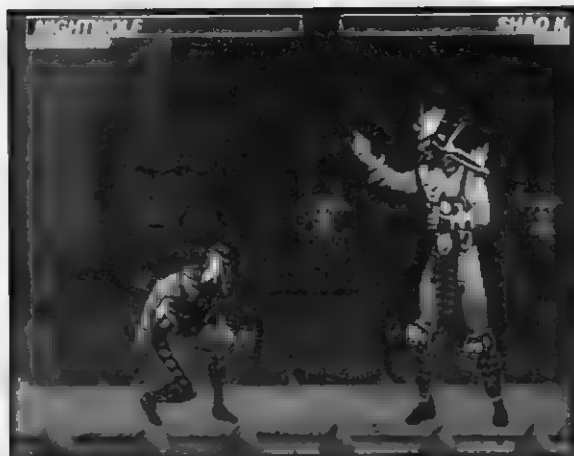
NIGHTWOLF: SHAO KAHN STRATEGIES



Duck down and wait for Shao Kahn to charge attack upward...



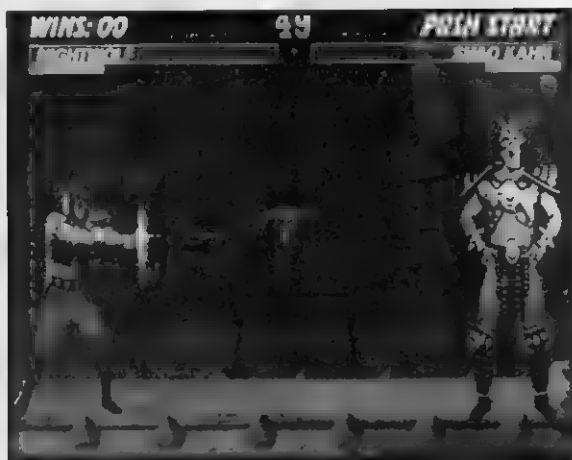
...then hit him with Kombo #4 to knock him into the air. Run to meet him as he lands and attack with a kombo before he regains his senses.



When Shao Kahn is laughing or taunting you...



...run up to him and slam him with Kombo #4.

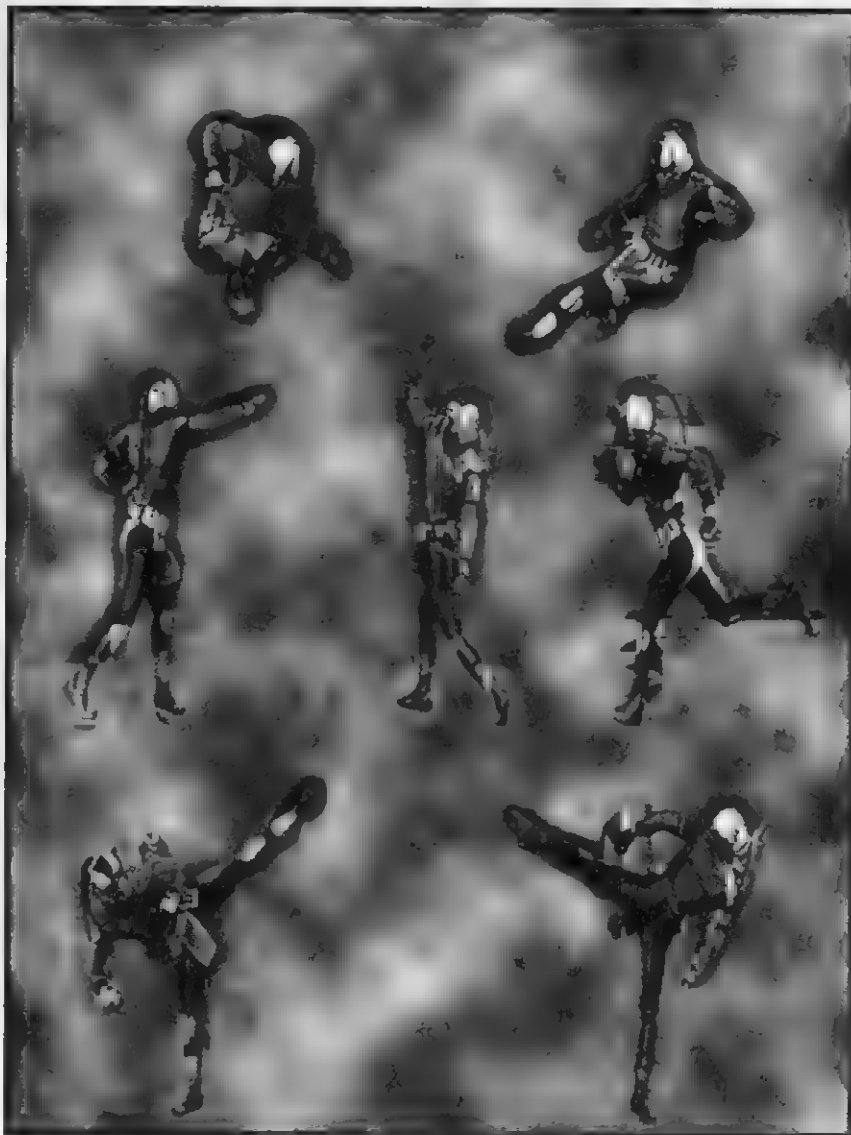


You can also shoot Shao Kahn with the Arrow Shoot when he's laughing or taunting.

SEKTOR



Sektor is actually the code name for Unit LK-9T9. He was the first of three prototype cybernetic ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for automation because of his loyalty for the clan. Sektor survives the Outworld invasion — he has no soul to take.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

SEKTOR: SPECIAL MOVES

HEAT-SEEK MISSILE

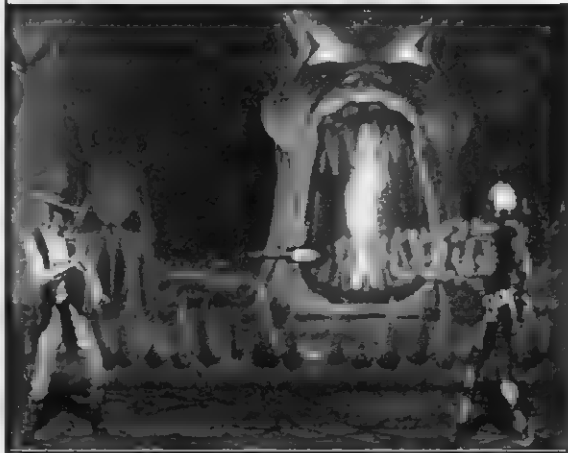
*Forward, Down, Back, High Punch
(F, D, B, HP)*



This relentless missile tracks the opponent around the screen until it strikes him, or eventually runs out of fuel. It can be avoided, but it's not easy.

STRAIGHT MISSILE

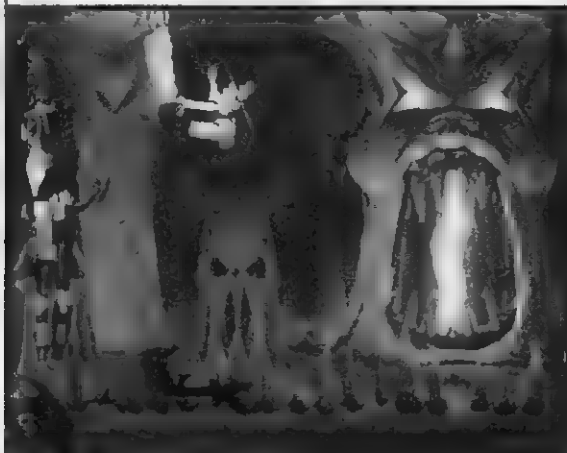
*Forward, Forward, Low Punch
(F, F, LP)*



It's not as useful or dangerous as the Heat-Seek Missile, but it's easier to execute, and a nice change of pace.

TELEPORT UPPERCUT

*Forward, Forward, Low Kick
(F, F, LK)*

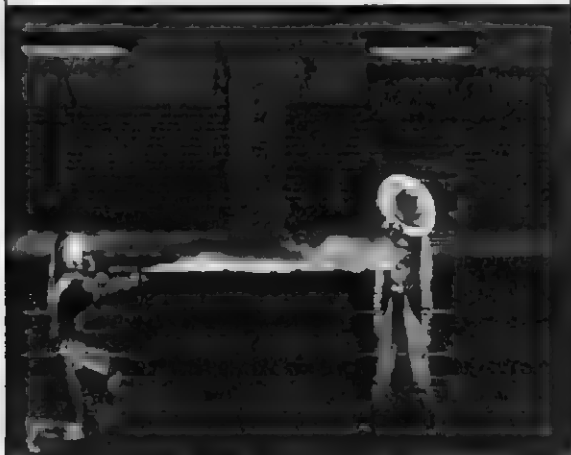


A flawless maneuver in which Sektor jumps up the bottom of the screen from behind his opponent and knocks him silly. Follow up with a jump kick or with a kombo when the opponent hits the ground.

SEKTOR: FINISHING MOVES

FATALITY 1

*Forward, Forward, Forward, Forward,
Back, Block (far) (F, F, F, F, B, BL)*



Sektor likes his Kung Lao well done.

FATALITY 2

Low Punch, Run, Run, Block (sweep)



Sektor performs a bloody fatality to distract players from noticing that he's really just a guy dressed up in BMX racing gear.

FRIENDSHIP

Run+D, Run+D, Run+D (far)



Rather than kill the terminally dorky Stryker, Sektor decides to test his strength instead.

ANIMALITY

*Forward, Forward, Down, Up (close)
(F, F, D, U)*



Mortal Kombat just wouldn't be *Mortal Kombat* without a decapitation, you know?

PIT/SUBWAY/TOWER

Run, Run, D

BABALITY

*Back, Down, Down, Down, High Kick
(anywhere)*

SEKTOR: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 4 HITS • 49%

*Heatseek Missile, Teleport Punch,
Jump Kick, Sweep*

KOMBO #4: 5 HITS • 26%

*High Punch, High Punch, High Kick,
High Kick, Back+High Kick
(HP, HP, HK, HK, B+HK)*

KOMBO #2: 4 HITS • 34%

*Jump Kick, Teleport,
Jump Kick, Sweep*

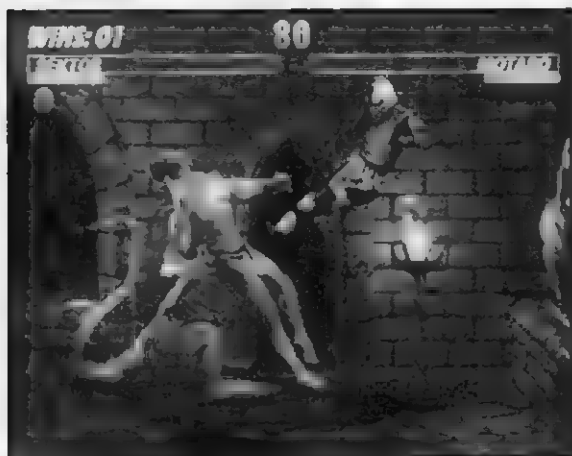
KOMBO #5: 4 HITS • 22%

*High Punch, High Punch,
High Kick, High Kick
(HP, HP, HK, HK)*

KOMBO #3: 5 HITS • 31%

*High Punch, High Punch,
Down+Low Punch, Jump Kick, Sweep*

SEKTOR: MOTARO STRATEGIES

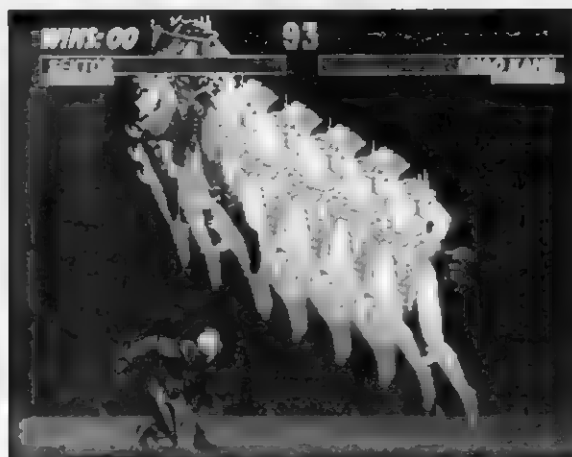


The missiles are ineffective against Motaro. Jump and kick until you kick him while he's jumping...



...then attack him with Kombo #4.

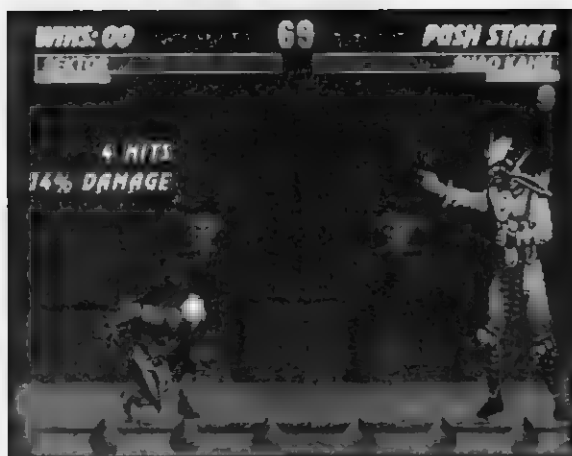
SEKTOR: SHAO KAHN STRATEGIES



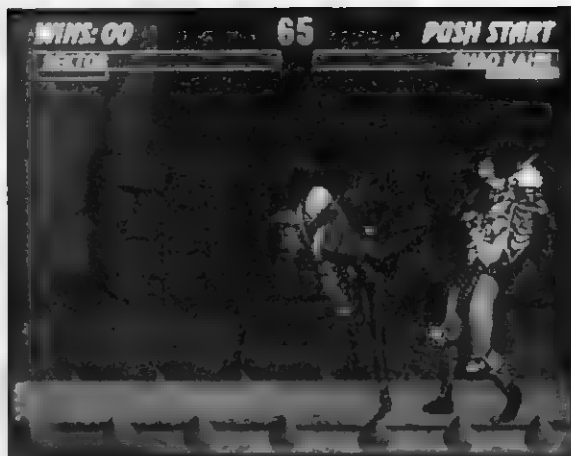
Duck down and wait for Shao Kahn to charge attack upward...



...then hit him with Kombo #4 to knock him into the air. Run to meet him as he lands and attack with a kombo before he regains consciousness.



If Shao Kahn taunts you or laughs, run up to him...



...and hit him with Kombo #4.

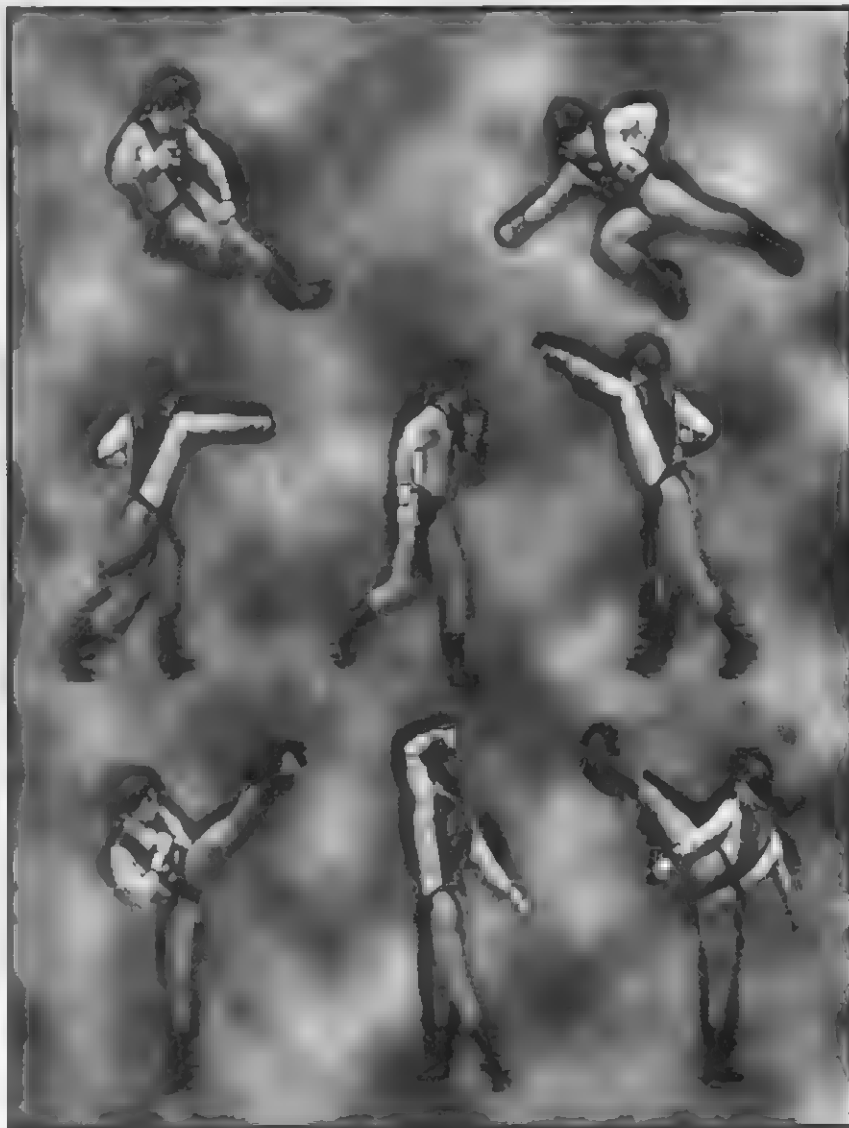


"Look at Shao Kahn. He may be bigger than me now, but I'm eating Spam..."

SHANG TSUNG



Tsung is Shao Kahn's lead sorcerer. He once fell out of favor with his emperor after failing to win the Earth realm through tournament battle. But the ever-scheming Shang Tsung is instrumental in Kahn's conquest of Earth. He has now been granted more power than ever.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

SHANG TSUNG: SPECIAL MOVES

SKULL

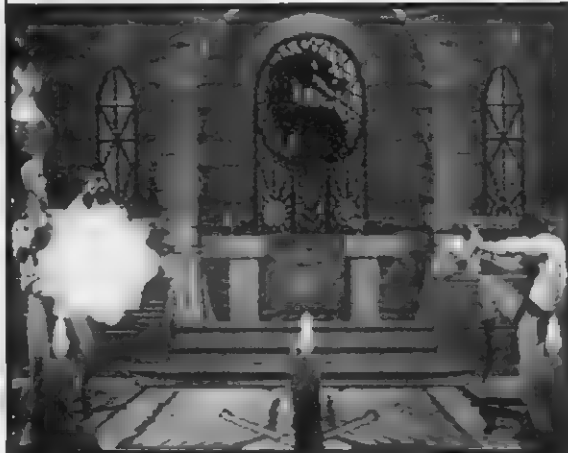
*Back, Back, High Punch
(B, B, HP)*



It's called a Skull, but it's really a Fireball cleverly disguised as a cranium.

MULTIPLE SKULLS

*2: Back, Back, Forward, High Punch
3: Back, Back, Forward, Forward, High Punch*



Multiple Skull volleys are an excellent way to catch a jumping opponent who leaps over single Skulls.

FIRE ERUPTION

*Forward, Back, Back, Low Kick
(F, B, B, LK)*



The Fire Eruption (pronounced "Erup-shown" in Cajun country) causes three fireballs to explode vertically from the ground, one at a time. If you catch the opponent, duck and uppercut as he falls.

SHANG TSUNG: FINISHING MOVES

FATALITY 1

*Hold Low Punch, Run, Block,
Run, Block*



Shang Tsung does his best David Copperfield imitation by levitating his opponent, then adds his own crowd-pleasing twist by sucking out his opponent's soul. Gets 'em every time.

FATALITY 2

*Hold Low Punch, Down, Forward,
Forward, Down (close)*



Shang Tsung gives his opponent a permanent sleep on a bed of spikes.

FRIENDSHIP

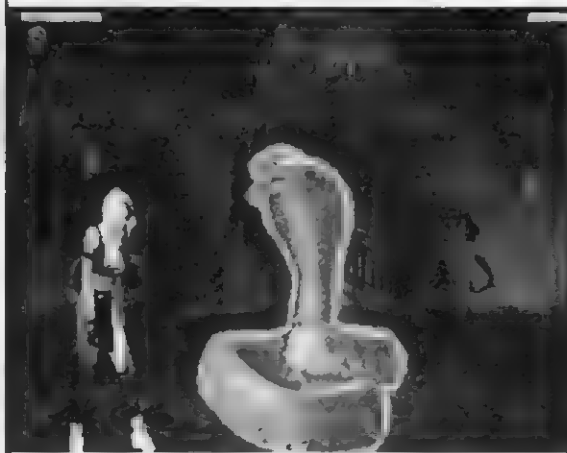
Low Kick, Run, Run, Down (far)



Shang Tsung joins the ranks of the vertically challenged.

ANIMALITY

*Hold High Punch, Run, Run, Run,
Release High Punch (sweep)*



Sonya wobbles while the snaky Shang gets ready to gobble.

PIT/SUBWAY/TOWER*Up, Up, Back, Low Punch***BABALITY***Run, Run, Run, Low Kick (anywhere)***SHANG TSUNG: KOMBOS***Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.***KOMBO #1: 6 HITS • 37%***Ground Fireballs, 3 Fireballs***KOMBO #2: 5 HITS • 42%***Ground Fire, Jump Kick, Sweep***KOMBO #3: 4 HITS • 36%***Ground Fire, Uppercut***KOMBO #4: 5 HITS • 27%***Low Kick, High Punch, High Punch,
Low Punch, Back+High Kick
(LK, HP, HP, LP, B+HK)***SHANG TSUNG: MORPHS***Shang Tsung is the only character that can morph.*

Cyrax	<i>Block, Block, Block</i>
Jax	<i>F, F, D, LP</i>
Kabal	<i>LP, LP, Block, HK</i>
Kano	<i>B, F, Block</i>
Kung Lao	<i>Run, Run, Block, Run</i>
Liu Kang	<i>360° Forward Twice</i>
Nightwolf	<i>U, U, U</i>
Sektor	<i>D, F, B, Run</i>
Sheeva	<i>F, D, F, LK</i>
Sindel	<i>B, D, B, LK</i>
Sonya	<i>D, Run+Block+LP</i>
Stryker	<i>F, F, F, HK</i>
Sub-Zero	<i>F, D, F, HP</i>

SHANG TSUNG: MOTARO STRATEGIES

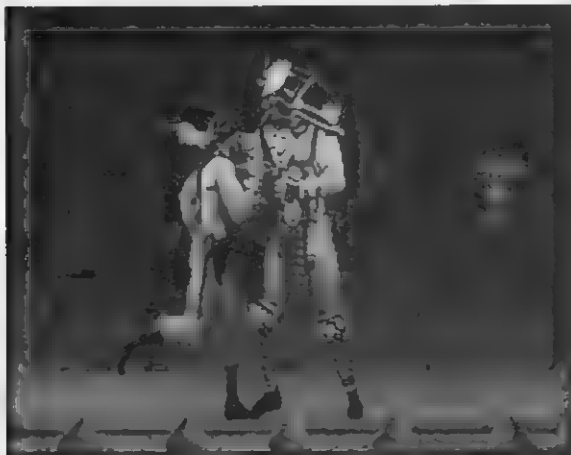


Ground fireballs don't work against Motaro. Keep jumping and kicking until you jump kick into Motaro...



...then attack him while he's stunned with Kombo #4.

SHANG TSUNG: SHAO KAHN STRATEGIES



The Ground Fireballs also don't work against Shao Kahn. When he taunts you or laughs you can RUN up to him...



...and attack with Kombo #4.

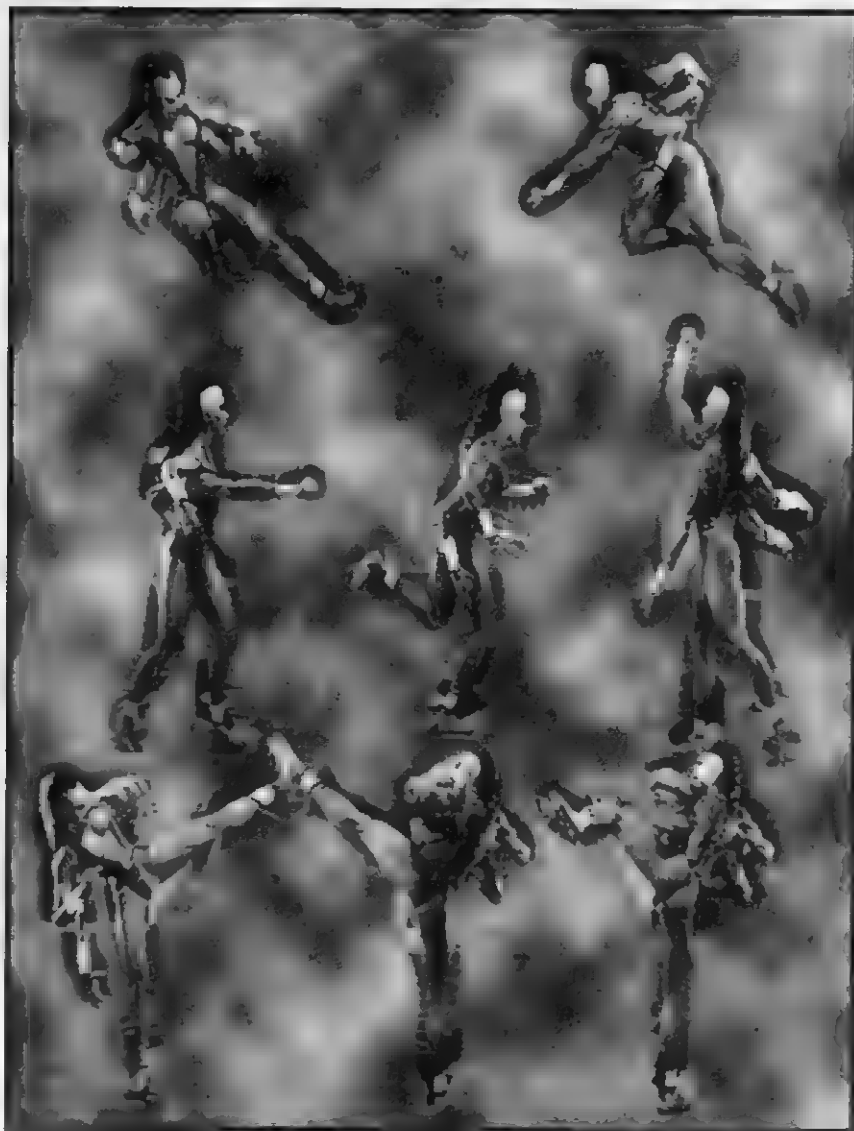


Duck down and wait for Shao Kahn to charge upward, then uppercut him. Run to where he lands and hit him with a kombo before he can react.

SHEEVA



She was hand-picked by Shao Kahn to serve as Sindel's personal protector. She becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads. On the Outworld Motaro's race of Centaurians are the natural enemy of Shokan.

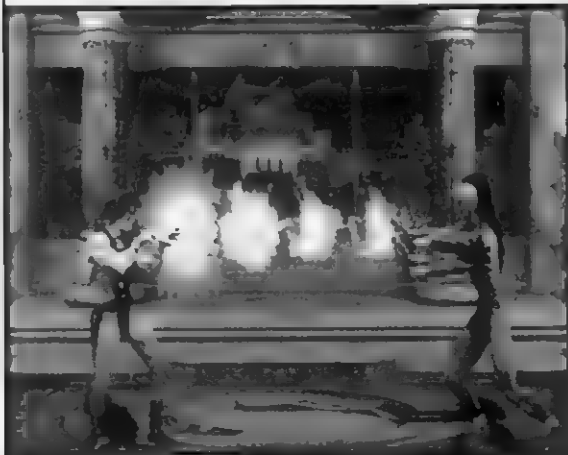


NOTE: Quick Reference pages for each fighter appear to the back of this book.

SHEEVA: SPECIAL MOVES

FIREBALL

*Back, Down, Forward, High Punch
(B, D, F, HP)*



Your standard-issue long-range projectile weapon. Sheeva's Fireball looks cooler than the other Fireballs in the game, but it's about the same otherwise.

TELEPORT STOMP

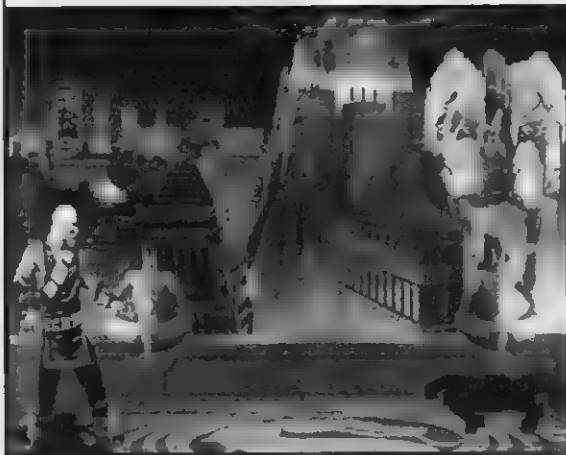
Down, Up



So easy, so effective, so incredibly cheap, and impossible to block, the Teleport Stomp is amazingly frustrating. The best way to counter it is simply to keep jumping back and forth--don't stay in one place.

STOMP

*Back, Down, Back, High Kick
(B, D, B, HK)*



Sheeva pounds the ground to stagger her opponent.

SHEEVA: FINISHING MOVES

FATALITY 1

*Forward, Down, Down, Forward,
Low Punch (close)*



Sheeva plays hammer and her opponent plays nail in this blood-drenched demonstration of upper-body strength.

FATALITY 2

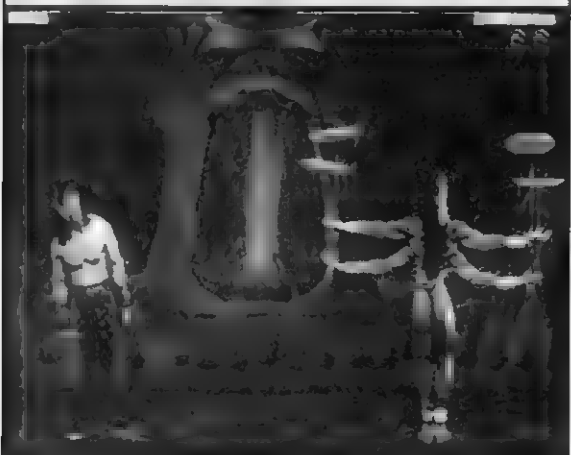
*Hold High Kick, Back, Forward,
Forward, Release High Kick (close)*



Sheeva misunderstands the phrase "Gimme some skin!" and proceeds to rip the flesh off her opponent.

FRIENDSHIP

*Forward, Forward, Down, Forward,
Forward+High Punch (far)*



Sheeva shows off her buns of claymation while spinning a bunch of plates. (We're guessing that someone at Midway forgot to take their medication the day they came up with this one.)

ANIMALITY

*Run, Block, Block, Block, Block
(close)*



Now that's what I call getting some tail! (A catchphrase we shamelessly stole from the 3DO platform game GEX. We're sorry.)

PIT/SUBWAY/TOWER

*Down, Forward, Down, Forward,
Low Punch (D, F, D, F, LP)*

BABALITY

*Down, Down, Down, Back, High Kick
(D, D, D, B, HK)*

SHEEVA: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 7 HITS • 42%

*High Punch, High Punch, Low Punch,
High Kick, High Kick, Low Kick,
Back+High Kick
(HP, HP, LP, HK, HK, LK, B+HK)*

KOMBO #3: 5 HITS • 34%

*High Punch, High Punch, Low Punch,
Forward+High Punch, Back+High Kick
(HP, HP, LP, F+HP, B+HK)*

KOMBO #2: 6 HITS • 39%

*High Punch, High Punch, Low Punch,
Forward+High Punch, Jump Kick, Sweep
(HP, HP, LP, F+HP, Jump Kick, Sweep)*

KOMBO #4: 4 HITS • 27%

*High Kick, High Kick, Low Kick,
Back+High Kick
(HK, HK, LK, B+HK)*

SHEEVA: MOTARO STRATEGIES



Sheeva can use the same strategy as the other players (jump kick until hit, then kombo him!), but her Teleport Stomp works much better.

SHEEVA: SHAO KAHN STRATEGIES



Duck down and wait for Shao Kahn to charge attack upward...



...then hit him with Kombo #1 to knock him into the air. Run to meet him as he hits the ground and hit him with a kombo.



When Shao Kahn taunts or laughs, run up to him...

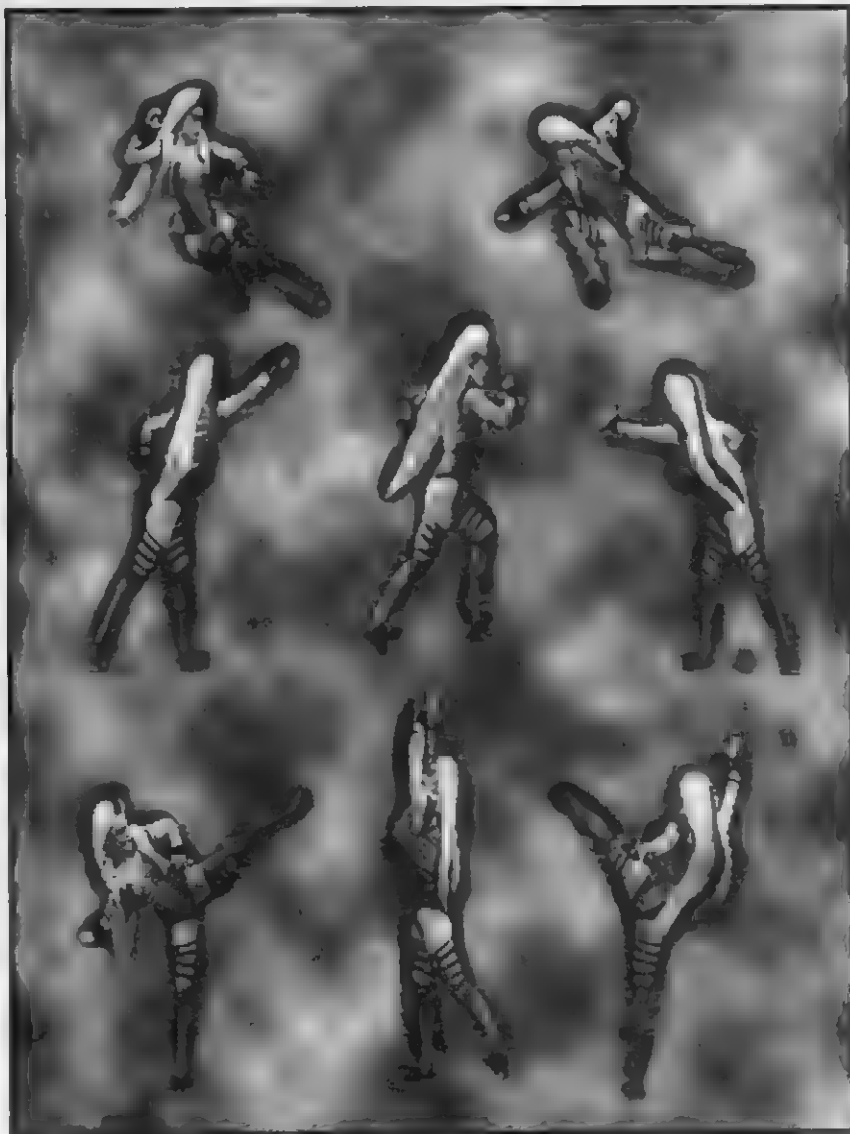


...and attack with Kombo #1.

SINDEL



She once ruled the Outworld at Shao Kahn's side as his queen. Now 10,000 years after her untimely death she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.



NOTE: Quick Reference pages for each fighter appear in the back of this book

SINDEL: SPECIAL MOVES

FIREBALL

*Forward, Forward, Low Punch
(F, F, LP)*



This is a Fireball. It comes out of Sindel's mouth and roars across the screen. Hopefully, it hits the opponent.

AIR FIREBALL

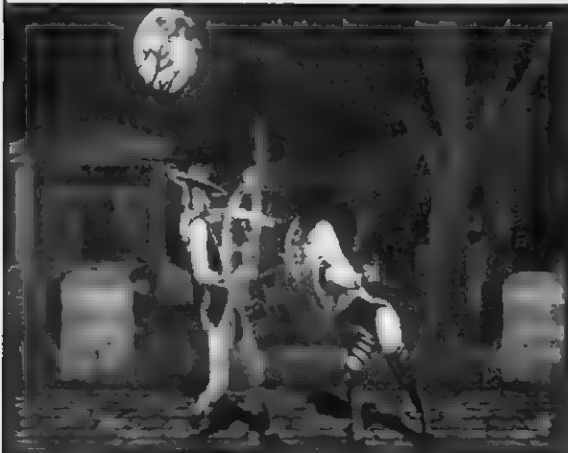
*Back, Down, Forward, Low Kick (in air)
(B, D, F, LK)*



You can do the Air Fireball while jumping or levitating, but it's not that hot a move either way. (Notice that Sindel's arms are down, but her shadow's arms are up. Hmmm.)

WAVE SCREAM

*Forward, Forward, Forward, High Punch
(F, F, F, HP)*



The Wave Scream either knocks away the opponent (if he's blocking) or stuns him and sucks him in for a combination (if he's not). An excellent close-range move.

LEVITATION

*Back, Back, Forward, High Kick
(Block to come down)*



It seems useless at first, but the Levitation's actually a decent move if you use it at long range and keep spitting Air Fireballs. Plus, it's fun to fly around the screen like a goofball.

SINDEL: FINISHING MOVES

FATALITY 1

*Run, Run, Block, Block,
Run+Block (close)*



Kung Lao is the unfortunate victim of Sindel's screaming fit.

FATALITY 2

Run, Run, Block, Run, Block (sweep)



From the people who brought you TCBY comes TCBFTLLAICC: The Country's Best Fatality That Looks Like An Ice Cream Cone.

FRIENDSHIP

*Run, Run, Run, Run, Run, Up (any)
(that's 5 runs!)*



The kick is up...and it's good!

ANIMALITY

*Forward, Forward, Up, High Punch
(close)*



My, oh my, what a big ol' bee. I would be most unhappy if it stung me. 'Cause then I'd be dead.

PIT/SUBWAY/TOWER

*Down, Down, Down, Down, Low Punch
(D, D, D, D, LP)*

BABALITY

Run, Run, Run, Up (anywhere)

SINDEL: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 6 HITS • 40%

*High Kick, High Punch, High Punch,
Down+High Punch, Jump Kick,
Air Fireball*

KOMBO #3: 4 HITS • 25%

*High Punch, High Punch,
Low Punch, High Kick
(HP, HP, LP, HK)*

KOMBO #2: 5 HITS • 33%

*Low Kick, High Punch, High Punch,
Low Punch, Back+High Kick
(LK, HP, HP, LP, B+HK)*

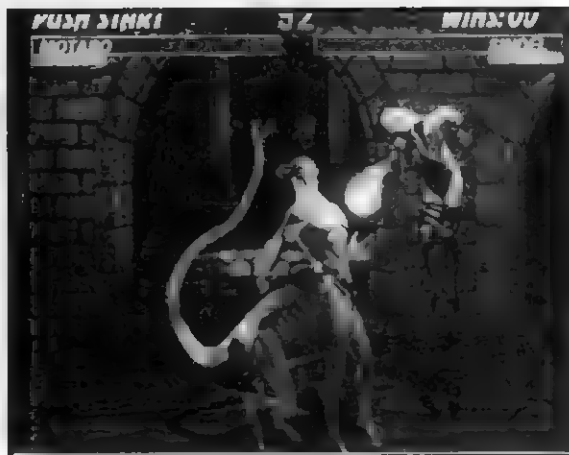
KOMBO #4: 3 HITS • 21%

*High Punch, High Punch, Low Punch
(HP, HP, LP)*

SINDEL: MOTARO STRATEGIES



Fireballs are ineffective against Motaro. Jump and kick until you hit him while he's in the air and knock him to the ground...



...then hit him with Kombo #2.

SINDEL: SHAO KAHN STRATEGIES



Duck down and wait for Shao Kahn to charge attack upward...



...then hit him with Kombo #1 to knock him into the air. Run to meet him as he lands and attack quickly with a kombo.



If Shao Kahn taunts you or laughs, run up to him...

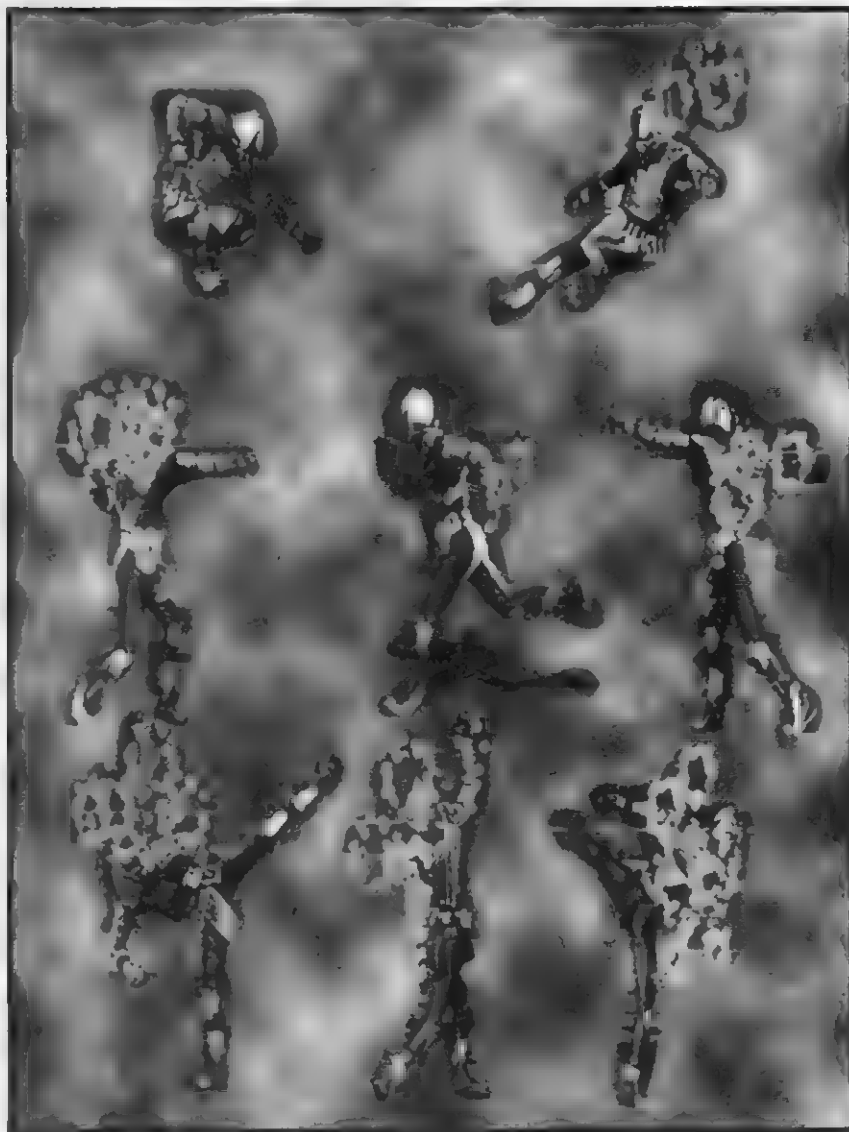


...and hit him with Kombo #2.

SMOKE



Not much is known about Smoke. He's a hidden character with no on-screen biography. It's safe to assume he's "related" to Cyrax and Sektor — a cybernetic ninja built by Lin Kuei. The lack of a soul makes Smoke undetectable by Shao Kahn, making him a possible threat against Shao's occupation of Earth. Ooooooh! Scary!



NOTE: Quick Reference pages for each fighter appear in the back of this book.

SMOKE: SPECIAL MOVES

GRAPPLING HOOK

*Back, Back, Low Punch
(B, B, LP)*



Smoke reels his opponent into close range to execute the kombo of his choice. Against the computer, or really stupid human opponents, the Hook can be used as part of a 99% (!) kombo.

TELEPORT

*Forward, Forward, Low Kick
(F, F, LK)*



Just the same as Sektor's Teleport, and just as nasty. Always follow it up by jump kicking the opponent while he's falling, or by striking the opponent as he lands and stands.

INVISIBILITY

Up, Up, Run



Smoke goes buh-bye and disappears without a trace until the opponent hits him. (He reappears even if he's blocking when hit.) Go invisible and use the Teleport or Hook to really mess with your foe.

SMOKE: FINISHING MOVES

FATALITY 1

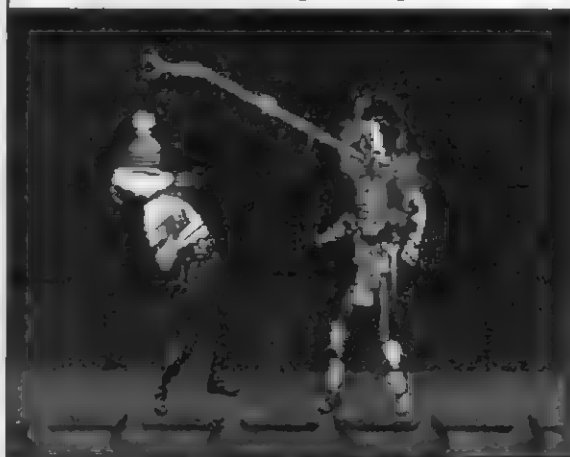
Up, Up, Forward, Down (far)



Smoke drops about eight zillion bombs and blows up the world. A defeated Jax can do nothing but flex his steroid-laden pectorals.

FATALITY 2

Hold Block+Run, Down, Down, Forward, Up (sweep)



Smoke jams an explosive device down his opponent's throat. In this case, it's Stryker, who would no doubt prefer a donut.

FRIENDSHIP

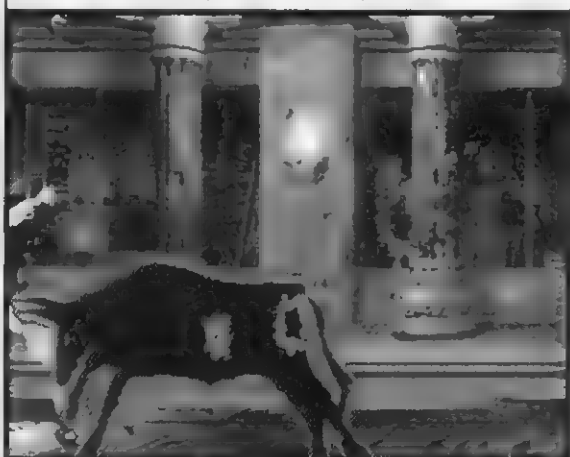
Run, Run, Run, High Kick (anywhere)



Smoke gets horny (giggle, snort).

ANIMALITY

*Down, Forward, Forward, Block (far)
(D, F, F, Blk)*



This bull is s-s-s-smokin'! (As if we could go the whole chapter without using that catchphrase in a caption.)

PIT/SUBWAY/TOWER

*Forward, Forward, Down, Low Kick
(crashes game if invisible vs. Sonya)*

BABALITY

*Down, Down, Back, Back, High Kick
(anywhere)*

SMOKE: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 19 HITS • 99%

*Grappling Hook, Low Punch, Low Punch,
rapidly press Back+Low Punch*

KOMBO #4: 3 HITS • 37%

Teleport, Jump Kick, Sweep

KOMBO #2: 8 HITS • 34%

*Jump Kick, Teleport, Grappling Hook,
High Punch, High Punch, Low Kick,
High Kick, Low Punch*

KOMBO #5: 4 HITS • 34%

Jump Kick, Teleport, Jump Kick, Sweep

KOMBO #3: 9 HITS • 37%

*Jump Kick, Teleport (one step forward),
High Punch, Grappling Hook,
High Punch, High Punch, Low Kick,
High Kick, Low Punch*

KOMBO #6: 5 HITS • 26%

*High Punch, High Punch, Low Kick,
High Kick, Low Punch*

SMOKE: MOTARO STRATEGIES



Jump and kick until you kick Motaro while he's jumping...



...then attack him with Kombo #6.

SMOKE: SHAO KAHN STRATEGIES



Duck down and wait for Shao Kahn to charge attack upward...



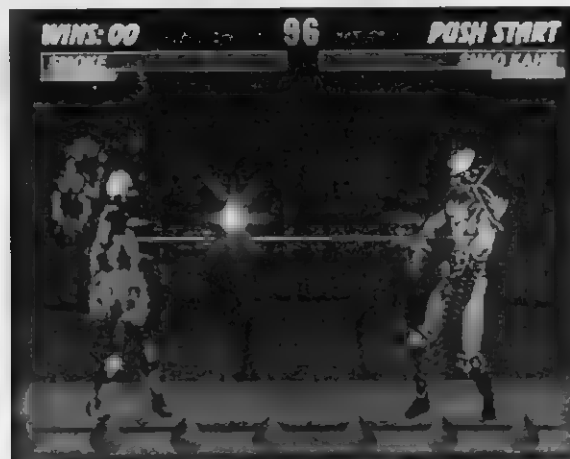
...then hit him with Kombo #6 to knock him into the air. Run to meet him as he lands and hit him with a kombo before he regains his senses.



When Shao Kahn is taunting or laughing, run up to him...



...and hit him with Kombo #6.

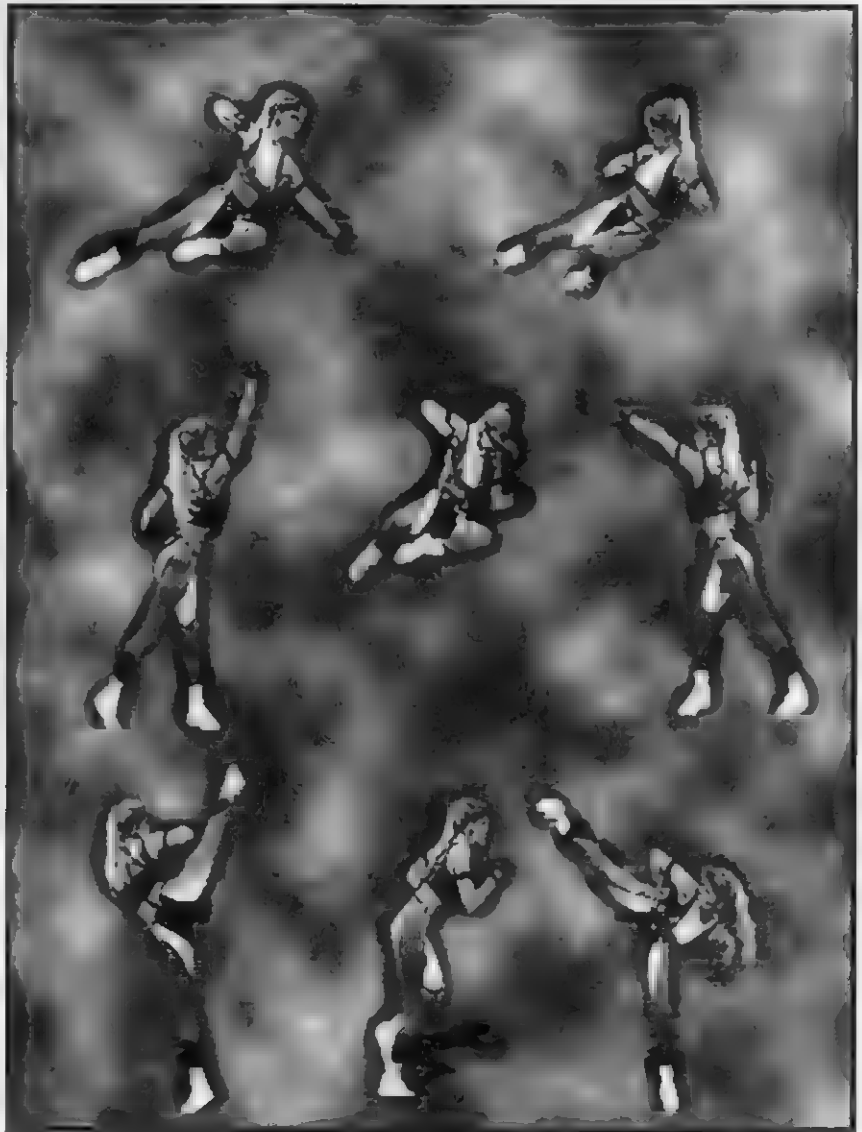


You can hit Shao Kahn with the Grappling Hook while he's taunting you.

SONYA



Lt. Sonya Blade:
Sonya disappeared after the first tournament but was later rescued from the Outworld by Jax. After returning to Earth she and Jax try to warn the U.S. Government of the looming Outworld menace. Lacking proof, they watch helplessly as Shao Kahn begins his invasion.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

SONYA: SPECIAL MOVES

LASER RINGS

Down, Forward, Low Punch
(D, F, LP)



Not the most impressive or powerful projectile move, but it's handy when your opponent is on the other side of the screen and you want to keep him on his toes.

LEG GRAB

Down+Low Punch+Block
(D+LP+Blk)



Sonya extends her long, shapely legs and wraps her taut, rippling thighs around your body...then she slams you head-first into the ground. What a tease.

BICYCLE KICK

Back, Back, Down, High Kick
(B, B, D, HK)



Sonya goes up, up, and away with this aerial uppercut of sorts. A decent attack when an opponent is jumping at you.

AIR PUNCH

Forward, Back, High Punch
(F, B, HP)

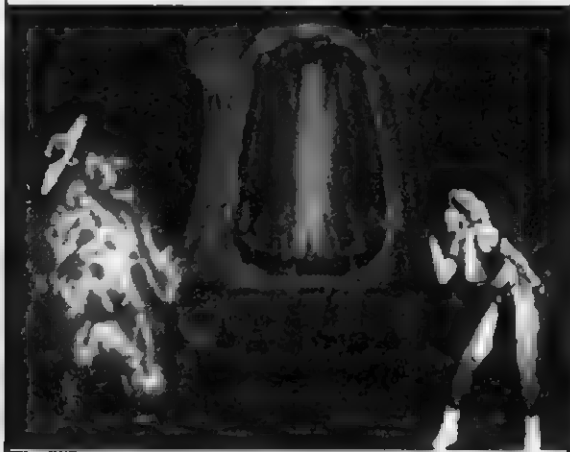


Sonya catches air and flies from one side of the screen to the other. An excellent attack when your opponent jumps into the air. It's also a decent way to escape if you're cornered.

SONYA: FINISHING MOVES

FATALITY 1

*Back, Forward, Down, Down, Run
(anywhere)*



One of the classic fatalities from the original *Mortal Kombat*, Sonya blows her opponent a kiss after having eaten a jar full of jalapenos. Spontaneous human combustion is the result.

FRIENDSHIP

*Back, Forward, Back, Down, Run
(far)*



"Sheeva might have a bigger chest than me, but can she do this funky thing with her arms? I don't *think* so!"

FATALITY 2

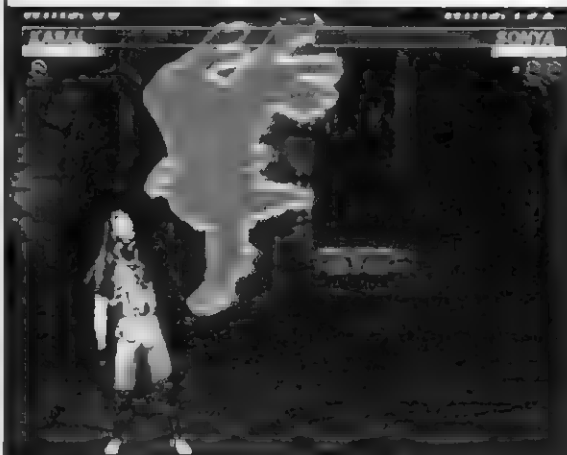
*Hold Block+Run, Up, Up, Back, Down
(far)*



More deadly smooching action — this time, Sonya's kiss surrounds her opponent in a giant plasma ball.

ANIMALITY

*Hold LP, Back, Forward, Down,
Forward (close)*



Sonya turns into a giant eagle and shows her opponent exactly what it's like to be an endangered species.

PIT/SUBWAY/TOWER

*Forward, Forward,
Down, High Punch*

BABALITY

*Down, Down, Forward,
Low Kick (anywhere)*

SONYA: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 6 HITS • 31%

*High Kick, High Kick, High Punch,
High Punch, Low Punch,
Back+High Punch*

KOMBO #3: 3 HITS • 19%

*High Kick, High Kick, Back+High Kick
(HK, HK, B+HK)*

KOMBO #2: 4 HITS • 22%

*High Punch, High Punch, Low Punch,
Back+High Punch
(HP, HP, LP, B+HP)*

SONYA: MOTARO STRATEGIES



The laser rings are worthless against Motaro. Jump and kick until you kick him while he's in the air, then while he's down...



...quickly unleash Kombo #1.

SONYA: SHAO KAHN STRATEGIES



Duck down and wait for Shao Kahn to Charge Attack upward...



...then Uppercut him into the air. Run to where he lands and hit him with a kombo before he regains consciousness.



When Shao Kahn taunts you by pointing or laughing, run up to him...

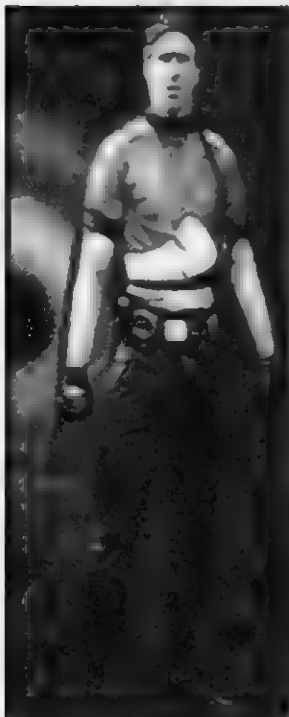


...and hit him with Kombo #1.



"My arms seem to be a bit useless blocking up here!"

STRYKER



When the Outworld portal opens over a large city in North America, panic and chaos rage out of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls. He finds himself the lone survivor of a city once populated by millions.



NOTE: Quick Reference pages for each fighter appear in the back of this book.

STRYKER: SPECIAL MOVES

HIGH GRENADE TOSS

*Forward, Down, Back, High Punch
(F, D, B, HP)*



Stryker lobbs a grenade high into the air. A good move to use at a distance, or to strike enemies who are jumping at you.

LOW GRENADE TOSS

*Forward, Down, Back, Low Punch
(F, D, B, LP)*



Stryker throws a grenade horizontally across the screen. Use it as a counter-attack against enemies running at you.

BATON THROW

*Forward, Forward, High Kick
(F, F, HK)*



An easy move that has the benefit of snagging enemies whether they're on the ground or in the air (and unable to block).

BATON TRIP

*Forward, Back, Low Punch
(F, B, LP)*



Stryker uses a move he learned at the LAPD, taking his opponent to the turf by whacking him behind the knees.

STRYKER: FINISHING MOVES

FATALITY 1

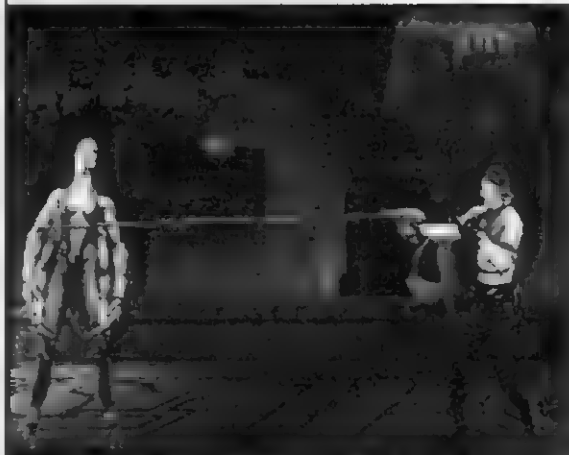
*Down, Forward, Down, Forward, Block
(close)*



Stryker plugs his ears and makes a funny face as Jax is about to blow into meaty chunks.

FATALITY 2

*Forward, Forward, Forward,
Forward, Low Kick (far)*



Stryker busts out his handy Taser, which has been slightly modified to make its target blow up into a gory mess.

FRIENDSHIP

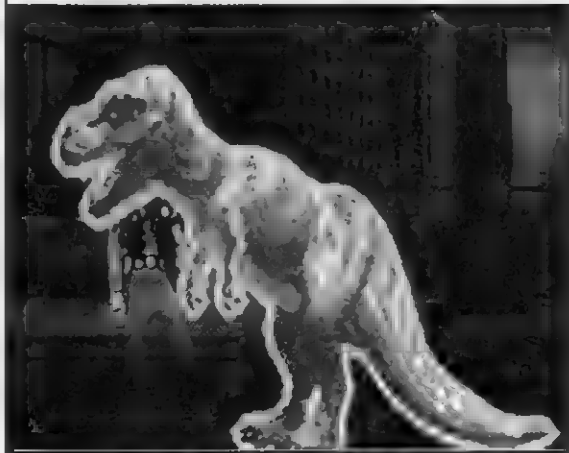
*Low Punch, Run, Run,
Low Punch (far)*



Stryker turns JPO and waves his buddies (and non-buddies) across the screen.

ANIMALITY

*Run, Run, Run, Run,
Block (a step away from opponent)*



"Welcome...to Jurassic Stryker." Cop turns T.Rex and bites his opponent's head off.

PIT/SUBWAY/TOWER

*Forward, Up, Up, High Kick
(F, U, U, HK)*

BABALITY

*Down, Forward, Forward, Back,
High Punch (anywhere)*

STRYKER: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 5 HITS • 42%

*Low Kick, High Punch, High Punch,
Low Punch, Baton Sweep*

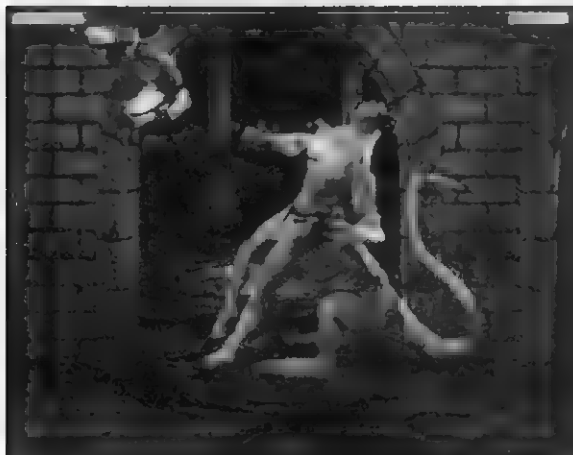
KOMBO #3: 5 HITS • 31%

*High Punch, High Punch,
Low Punch, Jump Kick, Sweep
(HP, HP, LP, Jump Kick, Sweep)*

KOMBO #2: 4 HITS • 37%

*High Punch, High Punch,
Low Punch, Baton Sweep*

STRYKER: MOTARO STRATEGIES



The grenades are useless against Motaro. Jump and kick until you kick him while he's in the air...



...then hit him with a High Punch, High Punch, Low Punch kombo (this kombo is too small to include as a numbered kombo, but it works good against Motaro).

STRYKER: SHAO KAHN STRATEGIES



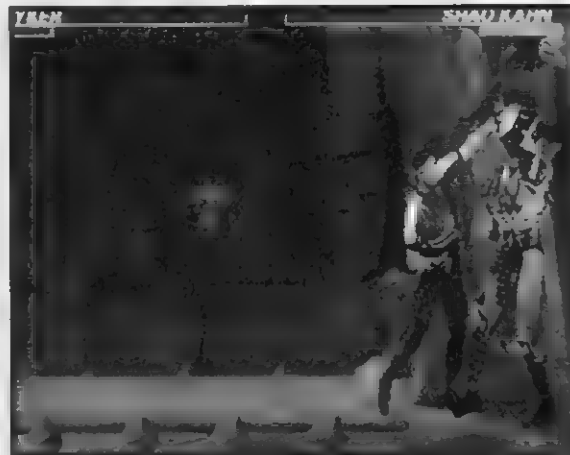
Duck down and wait for Shao Kahn to charge attack upward...



...then hit him with an UpperCut. Run to where he lands and unleash Kombo #3 before he has a chance to react.

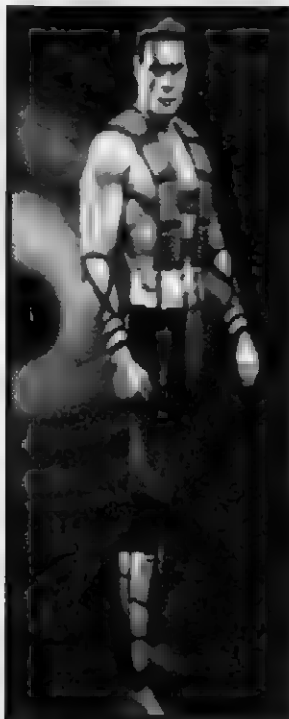


When Shao Kahn laughs or taunts you, run up to him...

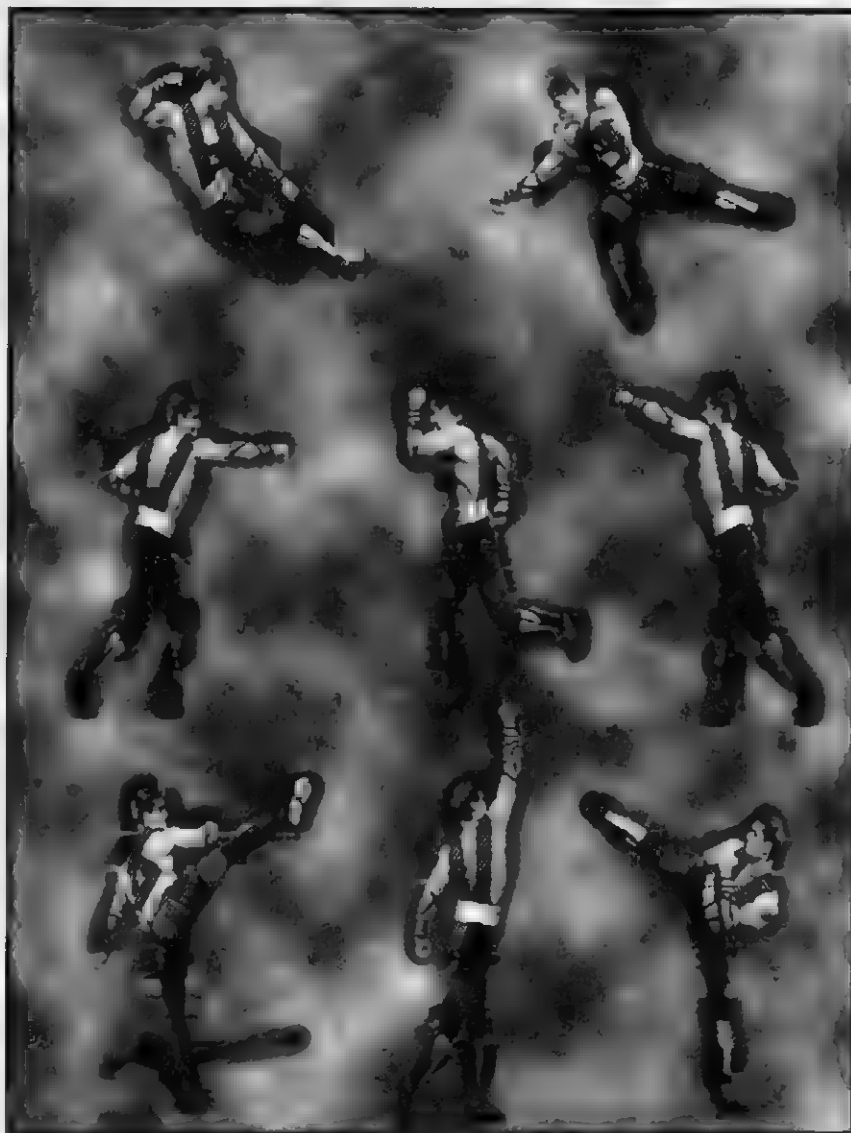


...and hit him with Kombo #3.

SUB-ZERO



The ninja returns unmasked. He was betrayed by his own ninja clan — the Lin Kuei. He broke sacred codes of honor by leaving the clan and is marked for death. But unlike the ninja of old, his pursuers come as machines. He must not only defend against the Outworld menace, but must also elude his soulless assassins.

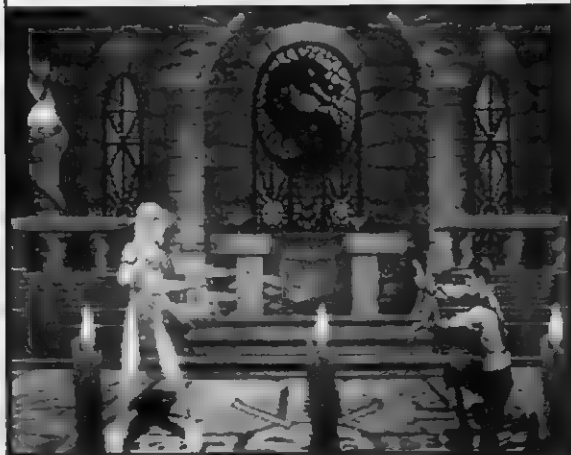


NOTE: Quick Reference pages for each fighter appear in the back of this book.

SUB-ZERO: SPECIAL MOVES

ICE BLAST

*Down, Forward, Low Punch
(D, F, LP)*



Sub-Zero's trademark special move, this beam of ice chills out Subby's enemy. Use the Ice Blast when you're at a distance, then RUN up and unleash a kombo on your frozen foe.

ICE SHOWER

*Down, Forward, High Punch
(D, F, HP)*



This move is similar to the Ice Blast, except it's slower than the Blast and easier for your opponent to dodge. Not very useful unless you have some weird impulse to see Sub-Zero's armpit hair.

ICE CLONE

*Down, Back, Low Punch
(D, B, LP)*



This move creates a dupe of Sub-Zero in whatever pose he's striking when the move is executed; it can be done in the air or on the ground. An excellent move against opponents who keep jumping at you.

SLIDE

*Back+Low Punch+Low Kick+Block
(B+LP+LK+Blk)*



While baseball coaches might suggest a different sliding technique, it works just fine for Sub-Zero. Use the Slide to scoot under an opponent's projectiles and knock him on his buttocks.

SUB-ZERO: FINISHING MOVES

FATALITY 1

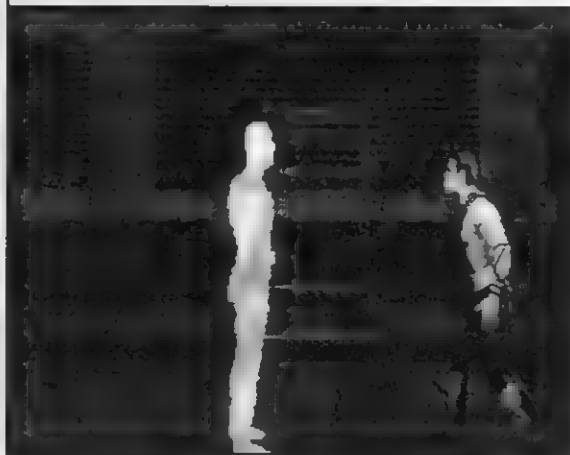
*Block, Block, Run, Block, Run
(close)*



Sub-Zero freezes his opponent, presses him over-head, and snaps him cleanly into separate but equal halves. Zach's favorite fatality, because it's one of the few he can actually remember.

FATALITY 2

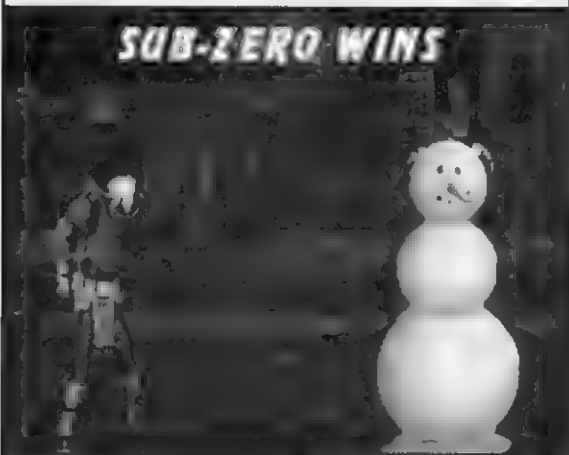
*Back, Back, Down, Back,
Run (sweep)*



Sub-Zero uses his chilly halitosis to freeze his opponent, who falls backwards and breaks into many tiny pieces.

FRIENDSHIP

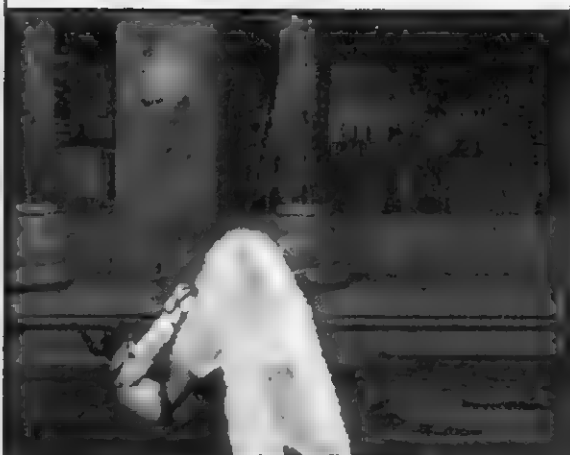
Low Kick, Run, Run, Up (far)



Rather than brutally kill his opponent, Sub-Zero turns into a snowman. Wimp.

ANIMALITY

*Forward, Up, Up (close)
(F, U, U)*



Sub-Zero transforms into the polar bear from the Coca-Cola commercials and munches on his Pepsi-drinking opponent's lower intestines. Yummy for the tummy.

PIT/SUBWAY/TOWER

*Back, Down, Forward, Forward, High Kick
(B, D, F, F, HK)*

BABALITY

*Down, Back, Back, High Kick (anywhere)
(D, B, B, HK)*

SUB-ZERO: KOMBOS

Kombos are numbered here for reference only. They are not numbered anywhere in Mortal Kombat 3.

KOMBO #1: 3 HITS • 45%

*Freeze opponent in corner
while he's jumping, then:
High Punch, Back+High Kick,
Down+High Punch*

KOMBO #3: 5 HITS • 26%

*High Punch, High Punch, Low Kick,
High Kick, Back+High Kick
(HP, HP, HK, LK, B+HK)*

KOMBO #2: 2 HITS • 29%

Uppercut, Ground Slide

KOMBO #4: 6 HITS • 23%

*High Punch, High Punch, Low Punch,
Low Kick, High Kick, Back+High Kick
(HP, HP, LP, LK, HK, B+HK)*

SUB-ZERO: MOTARO STRATEGIES

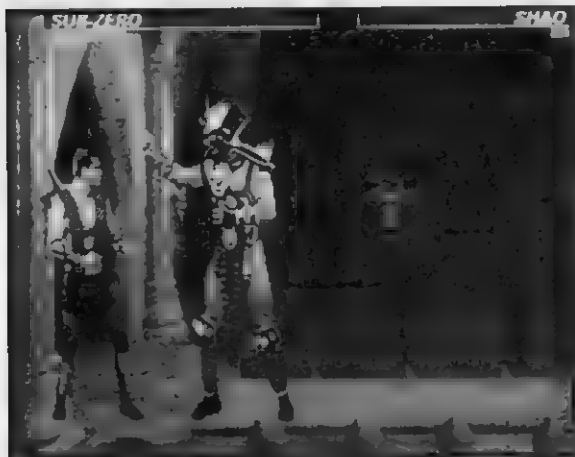


If you attempt to freeze Motaro, the Ice Blast rebounds off of him and freezes you. The Ice Clone doesn't work, either. No cheap freeze tactics for you, young man!



Keep kicking while jumping until you Jump Kick into him, then RUN up to him while he's stunned and hit him with a kombo. Kombo #3 is the easiest to land on him.

SUB-ZERO: SHAO KAHN STRATEGIES



The Ice Clone doesn't work against Shao Kahn, but the other freeze moves do. When the Shaomeister taunts you or laughs, freeze him and run up to him...



...then attack with kombo #3 and watch as Sub-Zero gives Shao Kahn a peek at his frozen toejam.



Duck and wait for Shao Kahn to charge attack upward, then uppercut him.

KOMBAT KODES

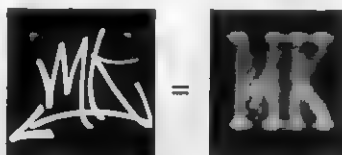
THE SYMBOLS

There are 10 symbols used to create the Kombat Codes. These symbols appeared in ads for *MK3* in various video game and industry magazine ads (see *MK3* Ads section for more information on deciphering the ads). The Kombat Codes can be entered at the beginning of a 2-player game, immediately after both players select their characters.

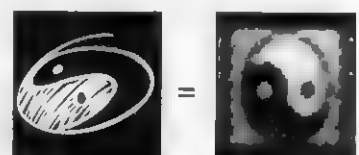
The number in parentheses below each symbol is the number of times you must press a button to select that symbol. You can hold UP on the joystick to reverse the order of the symbols. Therefore, the Skull symbol can be reached by pressing a button 9 times, or holding Up and pressing the button 1 time. Since your time is limited to enter the code, the Up+numbers become very useful.



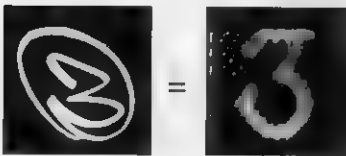
DRAGON (0)



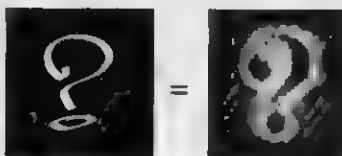
MK (1)



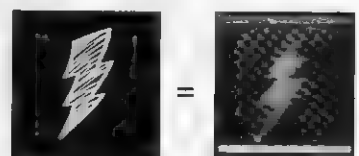
YING YANG (2)



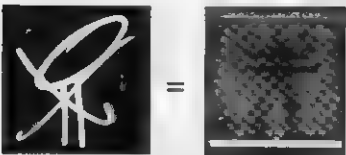
NUMBER 3 (3)



QUESTION MARK "?" (4)



LIGHTNING BOLT (5)



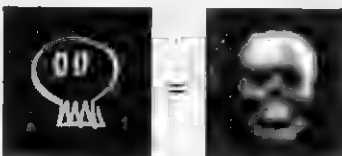
GORO (6/U+4)



RAIDEN (7/U+3)



SHAO KAHN (8/U+2)



SKULL (9/U+1)

ULTIMATE KOMBAT CODE

All right... let's get it out of the way! The Ultimate Kombat Kode. Chances are very high by now that your local arcade *MK3* already has the UKK entered. It was hyped big time as being a huge mystery. What would it do? How would anyone ever figure it out?

At the end of each game (when nobody continued) the machine would request the kode. It was 10 symbols, giving over a million possibilities (and very low odds of anyone guessing). There were clues, however.

In each of the *MK3* ads in the video game magazines there was a clue, a series of symbols, and one symbol missing that was replaced by a number with a circle around it. By entering the symbols in as a Kombat Kode, replacing the number with various symbols until something worked, you'd end up with a Kode that would change gameplay.

The ads began in April 1995 with #5 (see the next section for more details). The number in the circle in each ad was a position in the UKK, and the symbol that made the Kombat Kode work was the symbol that belonged in that position of the UKK.

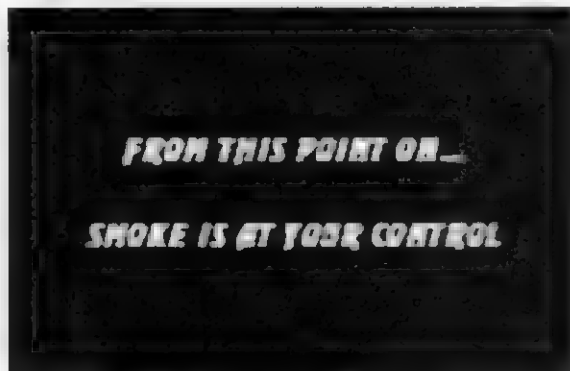
How did the UKK get out? How did anyone decipher it? When it hit in June of 1995 there were only four ads available. That left six unknown symbols. Chances are it was leaked. A few on the information superhighway claimed to know the kode, but so did every 10 year old with access to the net, they just "weren't allowed" to give it out.

August 1995 began a second series of ads, hinting to a second Ultimate Kombat Kode. Rumors are betting this second kode will make Shao Kahn playable, since he's been seen as playable in early pictures for the home systems. The machine won't ask for the Ultimate Kombat Kode once it's entered, so the machine would have to be reset to make the UKK request screen reappear. There may be a versus kombat kode that will reset the Ultimate Kombat Kode so it can be entered again. As of the publishing of this book it was unknown, but rest assured if it becomes available we'll know it. Hopefully we'll have it in time for the 3.0 Update (see the last page in this book).

The first Ultimate Kombat Kode is 1-0-9-0-2 2-2-2-3-4. Those are the numbers entered on the left and right controllers, respectively. The buttons are pressed in the following order: HP, LP, Block, LK, HK (shape of a 'W'). The left-side player presses HP once, Block 9 times (or Up+1), and HK twice. The right-side player presses HP, LP and Block twice each, LK three times, and HK four times.



The Ultimate Kombat Kode entered, moments before the following message was received...



After this message the game resets, and when you start the next game you can select Smoke as a character.

MORTAL KOMBAT 3 ADS

There was a planned series of ads for *MK3* that would reveal the Ultimate Kombat Kode over the span of 10 months. Each ad would reveal one symbol in the UKK. Since the UKK was in wide distribution by the fourth month (fourth ad) we have no idea if the ads will continue all the way through. Each ad also has a Kombat Kode that provides other entertaining variations in gameplay. Here are the first ads released and what they do.

NOTE: All Kombat Codes are entered using the Low Punch, Block, and Low Kick buttons (in that order). For example, on the first code of 1-4-3 U+1-2-U+4, the left player would press Low Punch once, Block four times, and Low Kick three times. The right player presses Block twice, then holds Up on the joystick and presses Low Punch once and Low Kick four times.

Symbol in ***bold-italics*** is the “missing” symbol in the ad (and position in Ultimate Kombat Kode).

MESSAGE: THERE IS NO KNOWLEDGE THAT IS NOT POWER

#5 from April 1995 ads. Doesn't seem to change gameplay. Clue: “All is mystery: but he is a slave who will not struggle to penetrate the dark veil. (-Disraeli)”

MK, ***Ying Yang***, Three, Skull, Ying Yang, Goro

1 4 3 U+1 2 U+4



WINNER OF ROUND 1 FIGHTS SHAO KAHN

#9 from May 1995 ads. Clue: “One has to pay dearly for immortality; one has to die several times while one is still alive. (-Nietzsche)”

Dragon, Three, ***Three***, Lighting Bolt, Goro, Question Mark

0 3 3 5 U+4 4



DARK FIGHTING

#7 From June 1995 ads. Clue: “The night has a thousand eyes, and the day but one; Yet the light of the bright world dies, with the dying sun. (-Bourdillon)”

Goro, Shao Kahn, Shao Kahn, Question Mark, ***Ying Yang***, Ying Yang

U+4 U+2 U+2 4 2 2



WINNER OF ROUND 1 FIGHTS MOTARO

#3 from July 1995 ads. Clue: "Behold the ravenous beast, born of man and horse. Poured from earth-blood, cooled by night and terrible in his swift rage. (-Shih)"

Skull, Goro, Skull, MK, Question Mark, MK

U+1 U+4 U+1 1 4 1



WINNER OF ROUND 1 FIGHTS NOOB SAIBOT

#8 from August 1995 ads. Clue: "The awful shadow of some unseen Power floats through unseen among us. (-Shelley)"

Raiden, Goro, Skull, Three, Question Mark, *Ying Yang*

U+3 U+4 U+1 3 4 2



WINNER OF ROUND 1 FIGHTS SMOKE

#16 from August 1995 ads. "Smoke is the mindless hunger seeking oblivion within. (-Anonymous)"

Ying Yang, *Dragon*, Lightning Bolt, Ying Yang, Dragon, Lightning Bolt

2 0 5 2 0 5



Not the easiest guy to catch in pictures, but if you enter the kode above you can fight Noob Saibot.



"Noob Saibot" is the last name of the programmers spelled backwards ("Tobias Boon").

OTHER KOMBAT KODES

Through the process of entering random codes while waiting for a two-player game to start, a few other Kombat Codes have been discovered.

NOTE: All Kombat Codes are entered using the Low Punch, Block, and Low Kick buttons (in that order). For example, on the first code of 9-8-5 1-2-5, the left player would press Low Punch nine times, Block eight times, and Low Kick five times. The right player presses Low Punch once, Block twice, and Low Kick five times.

PSYCHO KOMBAT

The coolest code for pros that want a new challenge. Combines Random Kombat, Dark Kombat, and Disable Blocking together in one code.

Skull, Shao Kahn, Lightning Bolt, MK, Ying Yang, Lightning Bolt

9 8 5 1 2 5 (left player can hold Up on joystick and press 1, 2, 5)



RANDOM KOMBAT

Opponents randomly change to different characters during battle.

Question Mark, Goro, Dragon, Question Mark, Goro, Dragon

4 U+4 0 4 U+4 0



DARK KOMBAT

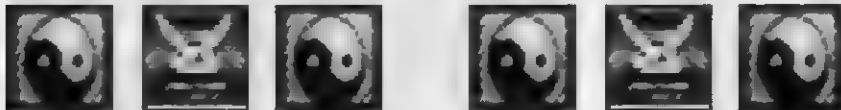
See "Mortal Kombat 3 Ads" section (page 106-107).

MESSAGE: NO FEAR PINBALL

Doesn't seem to change the gameplay, but gives a hint on what to do when playing the No Fear pinball game by Midway. "No Fear = EB Button, Skydive, Max Countdown"

Ying Yang, Shao Kahn, Ying Yang, Ying Yang, Shao Kahn, Ying Yang

2 U+2 2 2 U+2 2



MESSAGE: NO FEAR PINBALL 2

This one also doesn't seem to change gameplay, but gives a hint. "Hold flippers during Casino Run"

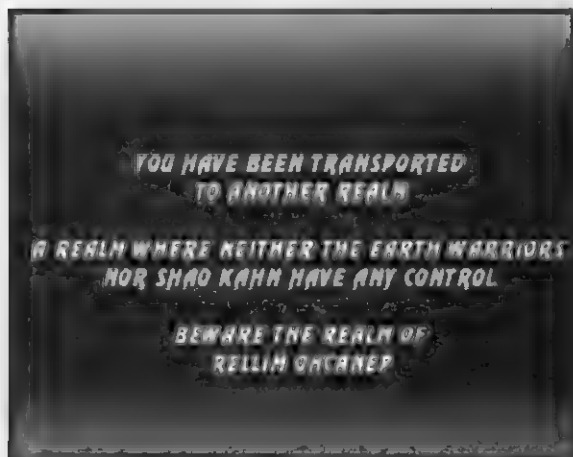
Skull, Shao Kahn, Raiden, Goro, Goro, Goro

9 8 7 6 6 6 OR U+1 U+2 U+3 U+4 U+4 U+4

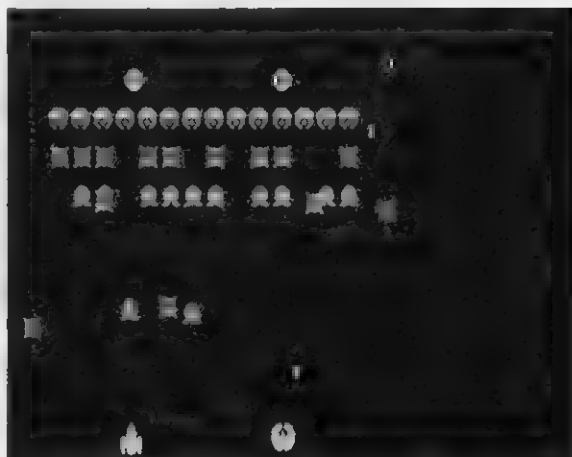


MESSAGE: THERE IS NO KNOWLEDGE THAT IS NOT POWER

See "Mortal Kombat 3 Ads" section (page 106-107).



Enter the *Galaga* code and after the first round you'll see this message...



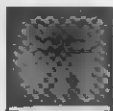
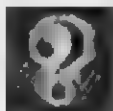
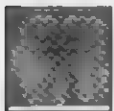
...then you'll be treated to a quick game that's nowhere near as fun as *Galaga*, and more like a generic *Galaxian*.

GALAGA

Everyone is calling this the "*Galaga* Kode," but it's not even as cool as *Galaxian*, much less *Galaga*! You'll get to play a round of this classic, or until either player loses 3 lives. After that, the game is over and resets. Not worth 50¢, but cool to see once (maybe twice).

Goro, Question Mark, Ying Yang, Question Mark, Goro, Shao Kahn

6 4 2 4 6 8 (right player can hold Up on joystick and press 6, 4, 2)



PLAYER 1 QUARTER ENERGY

Raiden, MK, Raiden, MK, MK, MK

U+3 0 U+3 0 0 0



PLAYER 2 QUARTER ENERGY

MK, MK, MK, Raiden, MK, Raiden

0 0 0 U+3 0 U+3



PLAYER 1 HALF ENERGY

(Anything can be entered on the other player's symbols in both of these codes)

MK, Three, Three, MK, MK, MK

0 3 3 0 0 0



PLAYER 2 HALF ENERGY

MK, MK, MK, MK, Three, Three

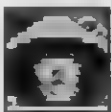
0 0 0 0 3 3



NO POWER BAR

Skull, Shao Kahn, Raiden, Dragon, MK, Ying Yang

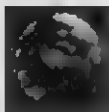
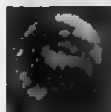
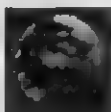
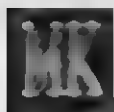
U+1 U+2 U+3 1 2 3



DISABLE THROWS

MK, Dragon, Dragon, MK, Dragon, Dragon

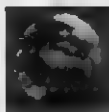
1 0 0 1 0 0



DISABLE BLOCKING

Dragon, Ying Yang, Dragon, Dragon, Ying Yang, Dragon

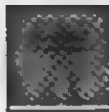
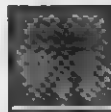
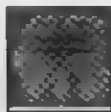
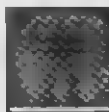
0 2 0 0 2 0



UNLIMITED RUN

Question Mark, Goro, Goro, Question Mark, Goro, Goro

4 6 6 4 6 6



WINNER OF ROUND 1 FIGHTS MOTARO

See "Mortal Kombat 3 Ads" section (page 106-107).

WINNER OF ROUND 1 FIGHTS NOOB SAIBOT

See "Mortal Kombat 3 Ads" section (page 106-107).

WINNER OF ROUND 1 FIGHTS SHAO KAHN

See "Mortal Kombat 3 Ads" section (page 106-107).

WINNER OF ROUND 1 FIGHTS SMOKE

See "Mortal Kombat 3 Ads" section (page 106-107).

Random Select

You can have your fighter picked for you randomly. Select the top-left (player 1) or top-right (player 2) fighter, then hold Up and press Start.

MORTAL KOMBAT

Introduction

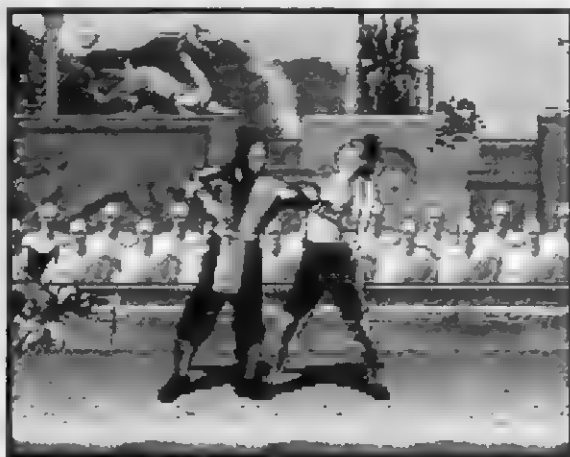
After an extremely successful run in the arcades, the deliciously violent *Mortal Kombat* came to the Super NES, Sega Genesis, Sega Game Gear, and Nintendo Game Boy on September 13, 1993, referred to as “Mortal Monday” by the marketing dweebs at Acclaim. The Super NES version was not well-received by *MK* fans, because Nintendo—which at the time was very squeamish about blood and gore in video games—made Acclaim tone down many of the bloodier fatalities, and change the red blood to wimpy gray sweat. The Genesis version had all the blood and gore, but you had to activate it with a “secret” code at the title screen (which was published in every freakin’ game magazine around, so everyone knew it). The Genesis version outsold the Super NES version by a huge (at least 2-to-1) margin, which led Nintendo to relax their censorship policy when *Mortal Kombat II* rolled around a year later. (I mean, hey, morals are one thing, but we’re talking big money here.)

This chapter is divided into several easy-to-read sections (and almost all of the strategies in this chapter also work on the arcade version):

- ★ **Basic Moves** details the simple moves that all the characters can do.
- ★ **Character Profiles** details each character’s special moves and finishing move.
- ★ **Attacks and Counter-Attacks** details the best ways to retaliate against each character’s special moves.
- ★ **Two-Player Tips** tells you strategies to use against a human opponent.
- ★ **One-Player Tips** tells you strategies to use against the computer.
- ★ **Boss Tips** tells you strategies to use against Goro and Shang Tsung.
- ★ **Awesome Secrets** tells you how to make the mysterious secret character Reptile appear.



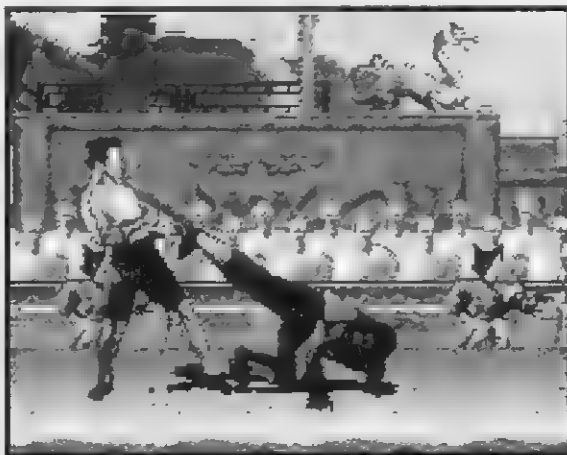
The Super Nintendo version of the first *Mortal Kombat* was missing fatalities and blood, making the Genesis version extremely popular.



Learn basic moves like the skull-denting High Punch.

Basic Moves

- ★ **High Punch:** Press HP repeatedly. This is a fast attack and does good damage, but it can't hit a crouch-blocking opponent. The High Punch is best used to hit an opponent in the air, since it knocks them higher into the air and gives you time to set up for a special move.
- ★ **Low Punch:** Press LP repeatedly. It doesn't do as much damage as the High Punch, but it's just as fast, and can hit crouch-blocking opponents (except for Sonya). If your opponent isn't blocking away (by pressing the controller Down/Away or Away), you'll throw him.
- ★ **Jump Kick:** Jump at your opponent and press HK or LK. If your opponent doesn't jump in response, don't press the Kick button until late in the jump so that you don't get tagged by an Uppercut, and so your Kick doesn't fade out by the time you reach the opponent.
- ★ **Sweep Kick:** Press Away and LK. The farther away from your opponent you start the Sweep, the harder it is for him to hit you with a counter-attack if he blocks.
- ★ **Weak Kick:** Press Down and HK or LK. This is the only move that can always hit an opponent who's close to you and using Low Punches. You can also use the Weak Kick to kick an opponent out of the air if he finished a Jump Kick too soon or if he's using a jumping Punch.
- ★ **Knee:** Stand right next to your opponent. Press Toward (or leave the control pad centered) and LK. This works best against opponents who are crouching but not blocking (to avoid Low Punches).
- ★ **Roundhouse Kick:** Press Away and HK. Looks cool, but isn't too effective.
- ★ **Kick:** Press HK or LK when you're not doing any other Kick move. Use this to retaliate against a Sweep Kick or to kick opponents out of the air.
- ★ **Throw:** Move close to your opponent and press HK. If you don't throw your opponent, he's blocking and pressing Down/Away or Away.
- ★ **Close Attack:** Move close to your opponent and press Toward and LP. Each character has a different close attack. Johnny Cage strikes his opponent with an elbow, Kano head-butts his opponent, and so on.
- ★ **Uppercut:** Hold the joystick Down and press HP or LP. Liu Kang and Johnny Cage are the best with the Uppercut, and can knock jumping opponents out of the air almost every time. Try this method: when an opponent jumps at you, block and crouch (hold Block and press the controller Down and Away) and use the Uppercut when your opponent hits your body. The Uppercut is also useful right after blocking a special move (such as Scorpion or Rayden's Teleport).



Tag a low-punching opponent with the Weak Kick.



The Uppercut is one of the most powerful moves in the game.

Character Profiles

- ★ In the moves listed for each character below, **Toward** means to push the controller toward your opponent, and **Away** means to push the controller away from your opponent.

Johnny Cage

- ★ A martial arts superstar trained by great masters from around the world, Johnny Cage is also the star of such (fictitious) films as *Dragon Fist* and *Sudden Violence*. His “real” name is listed in the *Mortal Kombat* manual as John Carlton. There’s a real-life John Carlton working at Midway in Chicago; he’s an artist who also worked on the *NBA Jam* coin-op.

SPECIAL MOVES/FINISHING MOVE:

- ★ **Fireball:** Press Away from your opponent, then push Toward and LP.
- ★ **Shadow Kick:** Press Away from your opponent, then push Toward and LK.
- ★ **Split Punch:** Hold Block and press LP. Usually followed by a Throw or by jumping away to get clear of the opponent.
- ★ **Finishing Move:** Stand right next to your opponent and press Toward, Toward, Toward, HP. Johnny does a Low Kick so strong it penetrates into his opponent’s chest (SNES version).

COMBINATIONS:

- ★ **Combination #1:** Jump Kick/Shadow Kick. Jump Kick an opponent on the ground and then Shadow Kick (or a regular standing Kick if your opponent is trapped on the side of the screen).



The Shadow Kick is easy to execute and very fast.

Kano

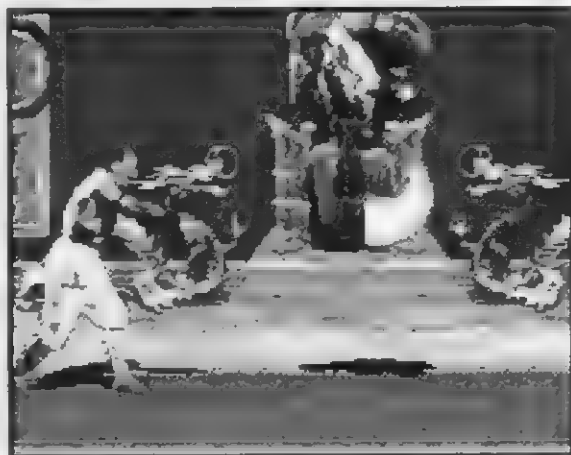
- ★ A criminal member of the Black Dragon Organization, Kano has a metal implant on the right side of his face that includes an infrared eye.

SPECIAL MOVES/FINISHING MOVE:

- ★ **Roll Spin:** Press the controller Away and then spin the controller in a circle back to Away. If you hold down the Block button while using the Spin, Kano hovers in midair.
- ★ **Knife:** Press the controller Away, Away, Toward, Block.
- ★ **Finishing Move:** Stand close to the opponent (but not too close) and press Away, Down, Toward, LP. Kano plunges his hand into the opponent’s chest and feels around for his or her heart.

COMBINATIONS:

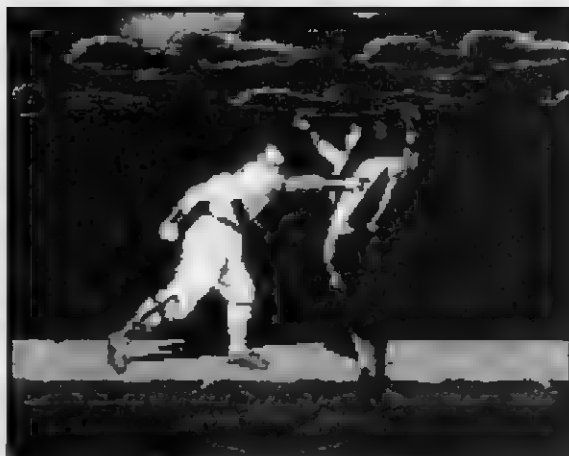
- ★ **Combination #1:** Jump Kick/Roll Spin. Jump Kick an opponent on the ground and follow up with a Roll Spin. A tough combo to execute. To make it



Kano hurls an energy knife at his opponent.

even tougher, try doing two Jump Kicks in a row, then the Roll Spin.

- ★ **Combination #2:** Jump Kick/Knife. Jump Kick an opponent on the ground and follow with a Knife throw.
- ★ **Combination #3:** Low Punch/Roll Spin. Use the Low Punch to lure your blocking opponent into attacking, then use the Roll Spin.



Kano does an impromptu chest examination on his opponent.

Liu Kang

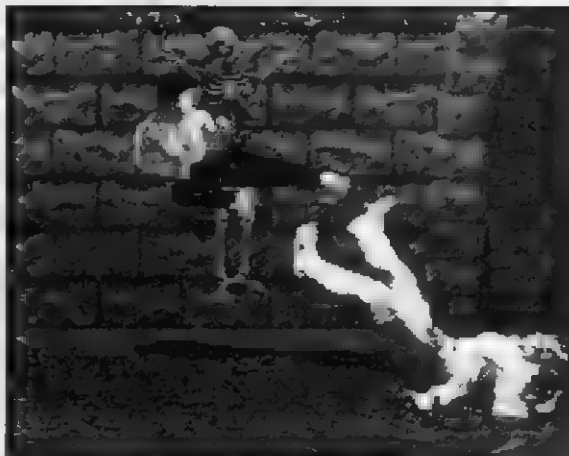
- ★ Once a member of the super-secret White Lotus Society, Liu Kang is the only fighter in Mortal Kombat who doesn't draw his powers from the "dark side"—that's why the screen doesn't darken when you perform his finishing move.

SPECIAL MOVES/FINISHING MOVE:

- ★ **Fireball:** Press Toward, Toward, HP.
- ★ **Flying Kick:** Press Toward, Toward, HK.
- ★ **Finishing Move:** Press the controller Down and then spin the controller in a circle at your opponent and back to Down. If your opponent is on your right, spin the controller clockwise. If he's on your left, spin it counter-clockwise. Liu Kang does a spinning flip and a massive uppercut. It's easier to execute this move if you hold down Block while rotating the directional pad in the coin-op version.

COMBINATIONS:

- ★ **Combination #1:** Jump Kick/Flying Kick. Jump Kick an opponent on the ground (or in the air) and immediately follow with a Flying Kick.
- ★ **Combination #2:** Fireball/Flying Kick. Stand at least half a screen away from your opponent and hit him with a Fireball, then follow up with a Flying Kick. If he tries to jump over the Fireball, you'll smash him with your Flying Kick. The computer Liu Kang uses this combo all the time.



Liu Kang takes to the air with his ferocious Flying Kick.

Rayden

- ★ Though his name has been changed from the spelling in the coin-op version (Raiden), this mythical thunder god hasn't lost any of his deadly moves and supernatural powers.

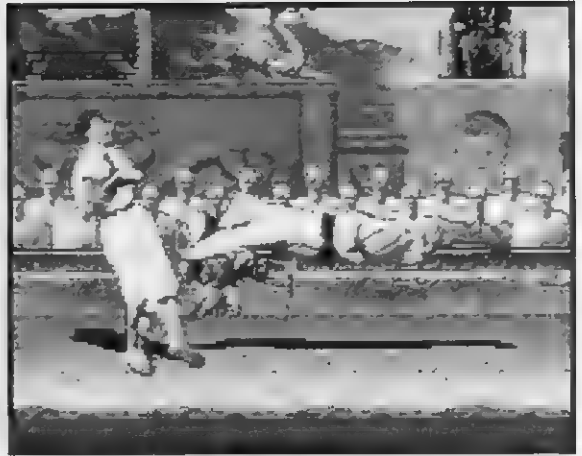
SPECIAL MOVES/FINISHING MOVE:

- ★ **Lightning Throw:** Press Down, then Toward and LP.
- ★ **Teleport:** Press Down, then Up.
- ★ **Flying Attack:** Press Away, Away, Toward.

- ★ **Finishing Move:** Move next to your opponent, and press Toward, Away, Away, Away, HP. Rayden uses lightning to electrocute his opponent.

COMBINATIONS:

- ★ **Combination #1:** Jump Kick/Flying Attack. Jump Kick an opponent on the ground and immediately follow with the Flying Attack. Another tough combo, but it can be done. Try doing the Flying Attack before your opponent has hit the ground.
- ★ **Combination #2:** Jump Kick/Lightning Throw. Jump Kick an opponent on the ground and strike with the Lightning Throw.



The Flying Attack pushes your opponent to the edge of the screen.

Scorpion

- ★ An undead warrior who is said to have perished at the hands of a Lin Kuei assassin, Scorpion harbors a deep hatred of Sub-Zero that can be traced to these rumors.

SPECIAL MOVES/FINISHING MOVE:

- ★ **Harpoon:** Press Away, Away, LP. This should always be followed up by an Uppercut for maximum damage. This is a great move to use after blocking Kano's Roll Spin, or after an opponent jumps right next to you.
- ★ **Teleport:** Press Down, Away, HP.
- ★ **Finishing Move:** Stand about a body length away from your opponent and press Up, Up. Scorpion pulls his hood off and uses his fire breath to toast his opponent. You can also hold down Block while doing the finishing move, but this keeps you from reaching Reptile in the coin-op version.

COMBINATIONS:

- ★ **Combination #1:** Jump Kick/Harpoon. Jump Kick an opponent on the ground, then Harpoon him and finish with an Uppercut. Tough.



Scorpion throws his Harpoon straight into Johnny Cage's throat. Ouch!

Sonya

- ★ A member of a top-ranked Special Forces unit, Sonya and her companions were tracking the mercenary Kano when she was captured by Shang Tsung's army and forced to participate in the tournament. The Mortal Kombat coin-op was already being tested in the Chicago area when the designers decided to add Sonya to the game; the original lineup only included six fighters and the two boss characters.

SPECIAL MOVES/FINISHING MOVE:

- ★ **Ring Toss:** Press Away and LP.

- ★ **Square Wave Flight:** Press Toward your opponent, then Away and HP.
- ★ **Scissors Grab:** Press Down, then press LP + LK + Block at the same time. One of the cheapest moves in the game. If you keep getting Grabbed, don't hold down Block—wait for Sonya to slam you to the ground, then let go of Block, and press Block again when you start to get up.
- ★ **Finishing Move:** Toward, Toward, Away, Away, Block. Sonya blows a “kiss of death” that burns the flesh off her opponent. You can't reach Reptile with Sonya in the coin-op since her finishing move uses the Block button.



Sonya's Scissors Grab is about to pound Rayden into the ground.

Sub-Zero

- ★ The actual name of this warrior is unknown; he is believed to be a member of the Lin Kuei, a legendary clan of Chinese ninja assassins.

SPECIAL MOVES/FINISHING MOVE:

- ★ **Freeze:** Press Down, then roll the controller Toward your opponent and press LP. Using the Freeze attack on an opponent who's already frozen causes a Double Ice Backfire, which freezes Sub-Zero instead. Here's a Freeze technique to try: Throw your opponent and do a Freeze just as he's getting up. If your opponent isn't blocking, you can throw him again.
- ★ **Slide:** Hold Away, then press LP and LK and Block at the same time.
- ★ **Finishing Move:** Move right next to your opponent and press Toward, then roll the controller Down, then roll the controller Toward again and press HP. Sub-Zero freezes his opponent and then smashes him into ice cubes with a backhand fist (SNES version)



Sub-Zero puts the Freeze on Rayden while Rayden blasts Lightning back at him.



Sub-Zero's finishing move is the hardest one to execute in the game.

COMBINATIONS:

- ★ **Combination #1:** Jump Kick/Slide. Jump Kick an opponent frozen in the air, then Jump Kick again and then Slide.
- ★ **Combination #2:** High Punch/Slide. Move next to an opponent frozen in the air, then jump and hit with a High Punch on the way down. Immediately follow with a Jump Kick and Slide. Easier than Combo #1 but does less damage.
- ★ **Combination #3:** Jump Kick/Uppercut. Freeze an opponent trapped against the side of the screen, then Jump Kick him and follow with an Uppercut as he gets up.

Attacks and Counter-Attacks

- ★ The most important skill in *Mortal Kombat* is being able to counter-attack. When someone comes at you with a particular move, you respond with a particular move of your own. We've listed a variety of attacks and counter-attacks in this section, including special moves. These will definitely help you against human opponents, and will also help against the computer.

ATTACK: Your opponent is using a Sweep Kick.

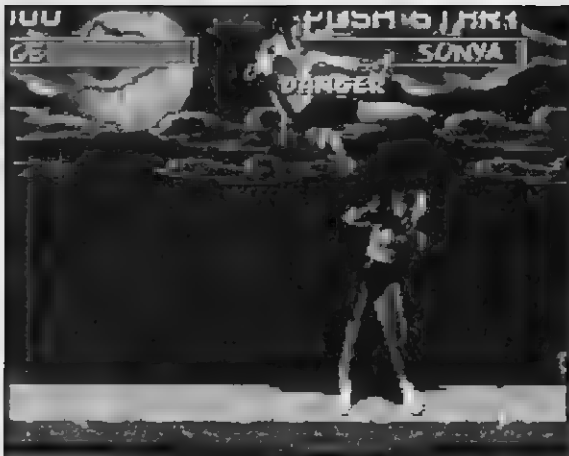
- ★ Johnny Cage: Block and use the Shadow Kick.
- ★ Kano: Block and use the Rolling Attack.
- ★ Liu Kang: Block and use a Sweep Kick. If they're far enough away after their Sweep Kick, use a Flying Kick instead.
- ★ Rayden: Block and use the Lightning Attack.
- ★ Scorpion: Block and use a Sweep Kick or Harpoon.
- ★ Sonya: Block and use a Sweep Kick or Scissors Grab.
- ★ Sub-Zero: Block and use a Sweep Kick or Freeze.

ATTACK: Your opponent is using Low Punches.

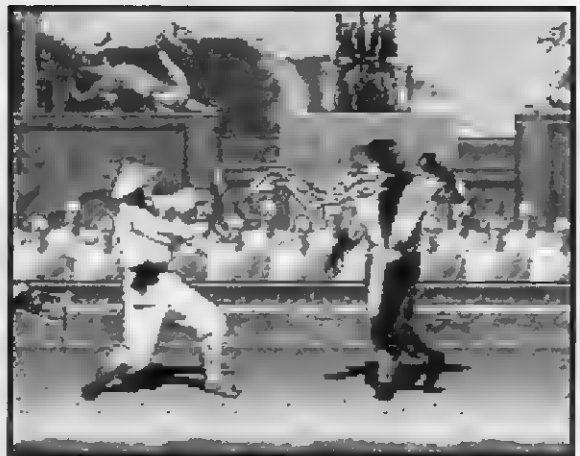
- ★ Any character: Hold the controller Down/Away and press Low Kick rapidly. It's best to do this while your opponent is still approaching before he starts Low Punching. Don't always respond with Low Kicks; block the Punches once in a while. Block more often if your opponent uses a Sweep Kick when you try to Low Kick.

ATTACK: Your opponent is jumping toward you.

- ★ Any character (method #1): Block the opponent if you have more energy and time is running out.
- ★ Any character (method #2): Block the opponent and then Uppercut after he hits you. If he pressed the Kick button too early, he'll hang in the air and give you time to Uppercut.
- ★ Johnny Cage, Liu Kang, Rayden, or Sonya: Uppercut him in the air. This works better if the opponent is jumping from close range.
If your opponent jumped from far enough away, use a special move:
- ★ Johnny Cage: Use the Shadow Kick at close range or the Fireball at long range.
- ★ Kano: Use the Rolling Attack at close range or the Knife at long range.
- ★ Liu Kang: You *could* use a Fireball, but you'll walk into your opponent since you need to press Toward twice. Stick with Uppercuts.



The best technique against a jumping opponent is to block and uppercut.



It's almost impossible to Jump Kick over Rayden's lightning.

- ★ Rayden: Use the Lightning Attack. It's *very* difficult to Jump Kick Rayden when he's using the Lightning.
- ★ Scorpion: Use the Harpoon *if* you're far enough away so that you won't be kicked if you mess up the move. Otherwise, use the Teleport, or just Block.
- ★ Sonya: Use the Square Wave Flight as early as possible, hopefully at the same time your opponent starts his jump.
- ★ Sub-Zero: Use the Freeze and follow up with a combination move.

ATTACK: Your opponent is jumping away from you.

- ★ Any character: Use your missile weapon and anticipate when your opponent is going to jump. If an opponent jumps back once, he'll probably jump back again, so try to execute a combo on him.

ATTACK: Johnny Cage's Shadow Kick.

- ★ Any character: Quickly duck and Uppercut. If you can't duck fast enough, Block and try to throw Cage instead.

ATTACK: Kano's Icoul Spin.

- ★ Any character: Block and counter with any special move you like. Or duck and use the Uppercut as soon as Kano comes out of the Spin in front of you or behind you.

ATTACK: Liu Kang's Flying Kick

- ★ Any character: Block and Uppercut.
- ★ Johnny Cage: Use a Shadow Kick, which is easier than the Uppercut but does less damage.
- ★ Rayden: Use the Flying Attack.
- ★ Scorpion: Use the Harpoon, which is easier than the Uppercut and more damaging.
- ★ Sonya: Use the Scissors Grab, but this is harder to do and less damaging than the Uppercut.
- ★ Sub-Zero: Use the Freeze. It's *very* hard to pull this off before Liu Kang hits you.



Counter the Flying Kick with a Scissors Grab as Sonya or you'll get your teeth kicked in. (ouch!)

ATTACK: Rayden's Flying Attack

- ★ Johnny Cage: Block and *quickly* use a Fireball.
- ★ Kano: Block and use a Roll Spin (without holding Block, because you need to hit quickly).
- ★ Liu Kang: Use the Flying Kick.
- ★ Rayden: Use the Lightning Throw.
- ★ Scorpion: Use the Harpoon (tough) or use the Teleport (easier).
- ★ Sonya: Use the Square Wave Attack.
- ★ Sub-Zero: Use the Freeze.



Block the Flying Attack and quickly use a Roll Spin (if you're Kano, of course).

ATTACK: Rayden's Teleport

- ★ Uppercut as soon as he Teleports. This is easy to do if you were crouching and not blocking when he Teleported.
- ★ If you're walking or standing up, press Low Kick or High Kick immediately.
- ★ If Rayden's on the other side of the screen and you think he's about to Teleport, keep doing the controller motions for a special move, and press the button as soon as he Teleports.



When Rayden starts the Teleport, use an Uppercut.

ATTACK: Scorpion's Teleport

- ★ Any character: Block and throw him after he teleports. Or just walk around without blocking until he teleports, then quickly block, crouch, and Uppercut. This works just like when you block a Jump Kick; Scorpion stays in the air after he hits you, giving you enough time to wail him with the Uppercut.



Scorpion started his teleport too closely, so you can block and throw him when he lands.

ATTACK: Sonya's Scissors Grab

- ★ Any character: Block and Uppercut.

ATTACK: Sonya's Square Wave Flight

- ★ Any character: Wait until she's about to land next to you, then Uppercut.

ATTACK: Sub-Zero's Slide

- ★ Any character: Jump back and kick the sliding Sub-Zero, if you can anticipate when he's going to start his Slide. Another method is simply to block Sub-Zero and try to throw him, or hit him with Low Punches.
- ★ Johnny Cage: Use the Shadow Kick. The best counter-attack to the Slide.
- ★ Kano: Quickly use the Roll Spin.
- ★ Scorpion: Jump back and kick, then Teleport, then use the Harpoon and Uppercut.
- ★ Sonya: Quickly use the Scissors Grab. Very tough to do, so don't try it unless you're way ahead on energy.
- ★ Sub-Zero: Use the Slide.



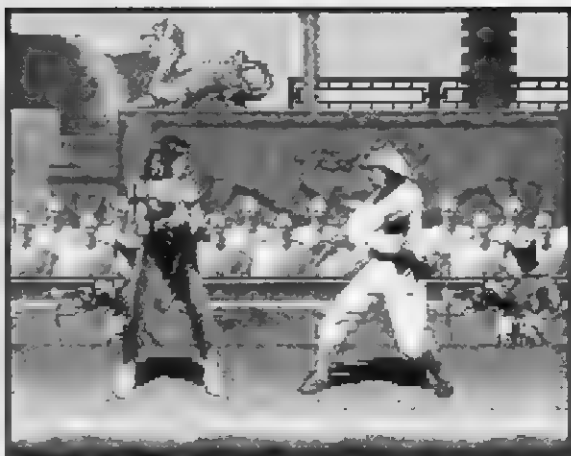
Johnny Cage should've countered with the Shadow Kick. Big mistake.

Two-Player Tips

- ★ **Always fight defensively!** Wait for your opponent to make a mistake, and then make him pay for it. If your opponent is too aggressive, you'll beat him easily. If he's playing defensively, you have to force him into making a mistake by reducing his energy until he gets aggressive. Try any of these methods to annoy a defensive opponent:



Use the Sweep Kick from as far away as possible. It'll drive your opponent nuts.



Keep walking back and forth so you can quickly jump or block.

- ★ **Low Punch him** several times, then stop and be ready to block any Small Kicks, then Low Punch several more times.
- ★ Use one **Small Kick** and back away from your opponent. He won't be able to retaliate.
- ★ Walk up to an opponent until you're at the limit of your sweep range, and then **Sweep Kick**. Don't get too close or your opponent can easily counter-attack.
- ★ **Use a missile attack.** This is the safest and easiest way to reduce a blocking opponent's energy, but don't use it too much or he'll jump over the attack.
- ★ If your opponent isn't good with Uppercuts, use **Jump Kicks** at long range. Start the Kick early so he can't counter-attack.
- ★ Walk up to an opponent who is crouching and use a few Low Punches. As soon as the opponent releases Block to try for a Small Kick, press Low Kick to knee your opponent.
- ★ Keep walking back and forth without blocking. This way, you can quickly switch to jumping, crouch-blocking, or using a special move.
- ★ **Always block Away or Down/Away**, or you'll be thrown. When doing a special move, or using the Uppercut, always push the pad Away while you're recovering from the move, then push Down/Away once you've recovered.
- ★ You can **avoid being thrown** even if you can't block (because you've been harpooned, frozen, etc.) Just push Away and you won't be thrown.

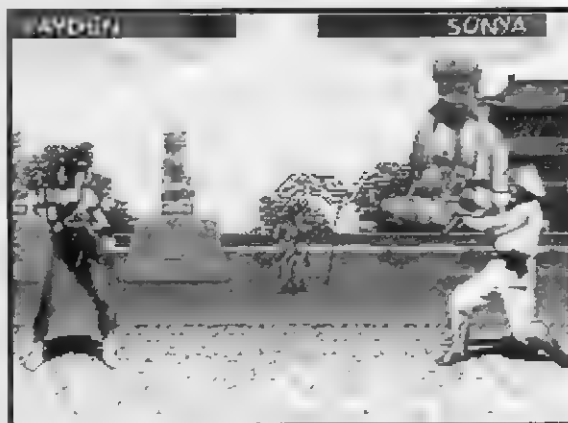
One-Player Tips

- ★ Almost every attack works once or twice against the computer, but after that, the computer "**learns**" your attack pattern. For example, if the computer Kano uses the Roll Spin on you as you do the Sweep Kick, he'll use the Roll Spin every time you Sweep for the rest of the round.
- ★ The attacks that **work at least once** are: Jump Kick, Sweep Kick, Small Kick, most special moves, and the Roundhouse Kick.
- ★ At the beginning of a round at a higher difficulty level, the computer usually shoots a **missile weapon** right away. Use a Jump Kick at the start to hit him, then jump away.

- ★ Use your missile weapon once or twice. The first time, it doesn't matter how far away you are from the opponent. After that, do it from very far away or at medium range. If you do it from far away, the computer can't counter-attack even if he jumps over the missile. If you do it from medium range, the computer has to block or crouch, and you can block before he counter-attacks.
- ★ Use the **Roundhouse Kick** at the limit of your range. Sub-Zero, Scorpion, and Rayden have the best ranges. If the computer Sweep Kicks you when you try the Roundhouse, don't use it any more in the current round.
- ★ The **Jump Kick** is the most effective attack against the computer. Press the button early enough and the computer opponent (except for **Goro**) almost never blocks. Try this attack pattern: Jump Kick, jump back, back up a bit, and Jump Kick again. The Jump Kick is the only reliable way to win **Flawless Victories** against the computer (which you need to do to reach Reptile).
- ★ If you try a Jump Kick and the computer blocks, don't jump away. Instead, block while standing up. The computer will usually try a special move, which you can block and counter-attack.
- ★ If the computer doesn't use a special move, block until he approaches to try Low Punches. When he starts attacking, crouch and the computer will have to use the Small Kick to get you. Block the Small Kick, then stand up and block. Keep switching between standing blocks and crouching until the computer tries for a Roundhouse, Kick, or Sweep Kick. Now you can tag him with an Uppercut.
- ★ If the computer has you **pinned on the side of the screen**, use High Punches, or use a Sweep Kick and jump over your opponent. Don't use your Sweep Kick until you're forced into the corner, or the computer will "learn" it.
- ★ **Johnny Cage**: Don't use the Shadow Kick unless it's as part of a combo. Against anyone but Cage or Sonya, the Split Punch works very well. Wait for the computer to try a Small Kick, then block and wait until the computer starts walking toward you, then use the Split Punch. Block and hold Away after using the Punch to avoid being thrown.
- ★ **Kano**: The computer can duck under your Knives easily, so don't rely on them. Use the Roll Spin once or twice by itself, and after that only in combos.



The Jump Kick works beautifully against the computer. Use it as much as possible.



Use your missile weapons from as far away as possible.



If the computer blocks your Jump Kick, block standing up.

Mostly use your Jump Kick, which is *very* effective.

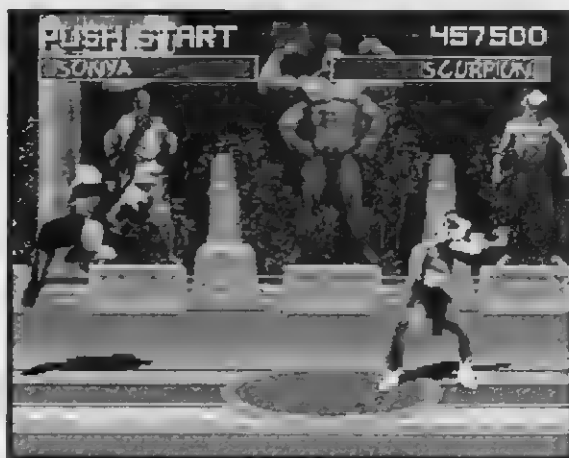
- ★ **Liu Kang:** Rely on the Jump Kick/Flying Kick combination, and use it from long range. Even if you Jump Kick too early, the Flying Kick will still hit. If you knock the computer down, use a Fireball and the computer will stand up into it. If the computer pins you to one side of the screen, wait until he gets close, then use the Flying Kick, and you'll fly past him.
- ★ **Rayden:** Don't use the Teleport; you'll find out why not soon enough. Use the Lightning Throw at medium to close range and the computer opponent will usually stand up into it (he can't jump over it). If you Jump Kick the computer down, follow up with a Flying Attack.
- ★ **Scorpion:** The Harpoon is very fast, but only use it as a counter-attack against the computer's mistakes. Don't use the Teleport when the computer opponent is more than half a screen away from you. If you hit with the Teleport, follow with the Harpoon.
- ★ **Sonya:** The Sweep Kick is very fast, and can catch the computer opponents off guard. When you knock the computer down, follow up with a Scissors Grab and keep using the Grab repeatedly.
- ★ **Sub-Zero:** Use the Freeze frequently. The computer just doesn't block it as much as it should. Use Freeze when the computer is less than half a screen away, or on the other side of the screen. Follow up Jump Kicks and Uppercuts with a Slide and you'll hit almost every time.



The Uppercut does more damage,
but the Split Punch looks more painful!



Wait for the computer to try a kick,
then knock him silly with an Uppercut.



Teleport only when the computer
is more than half a screen away.

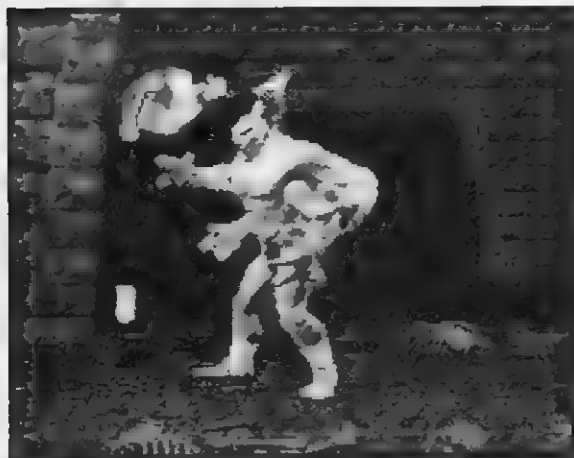
Boss Tips

- ★ **Goro** is very slow, so you get in **twice as many attacks** as you do against regular opponents. Goro is also very strong, so his attacks do **twice as much damage**. And finally, Goro is very stupid, so he doesn't block when he's getting up from a knockdown.

- ★ At the beginning of the round, use a Jump Kick. Goro usually shoots a fireball underneath you, and your Kick knocks him down. Follow up with a missile attack, then jump away and crouch block. If Goro fires another missile, block it and Jump Kick him, then use a missile attack and jump away again.
- ★ If Goro doesn't fire a missile, jump away again. Keep jumping until you're at the edge of the screen. Wait until Goro is just out of your Sweep Kick range, then Jump Kick straight up. If Goro blocks, try the Kick again. If he fires a missile, your Kick will **hit his arm** as he reaches out to fire.
- ★ **Shang Tsung** doesn't block, and always teleports when you jump too close to him. He *does* block when he's taken on the form of Goro or another character.
- ★ If Shang Tsung **changes into another character**, use the strategies earlier in this chapter to defeat him. If he **remains Shang Tsung**, keep jumping at him until he teleports. Now do the motion for a special move as soon as you land, and finish the move when Shang Tsung appears behind you.
- ★ If you're playing as **Scorpion**, use the Teleport when Shang Tsung is on the other side of the screen and you'll hit him. Wait until he backs away, then use the Teleport again. Repeat until he's defeated.



Start every round against Goro with a Jump Kick.



Jump Kick straight up when you reach the edge of the screen.



Shang Tsung can change into any other character in the game.

Awesome Secrets

- ★ **REPTILE**: Lurking in the shadows at the bottom of *Mortal Kombat*'s spike-laden Pit stage is the green Ninja master Reptile. His clothing resembles that of the enemy warriors Sub-Zero and Scorpion, and he can perform the special attacks of both Sub-Zero and Scorpion.
- ★ Appearing only in newer versions of the arcade game (versions 3.0 and up), Reptile was put into *Mortal Kombat* by programmer Ed Boon, who whipped up the necessary program enhancements in a single week-

end. Not even John Tobias—*Mortal Kombat*'s graphic artist—was aware of the presence of Reptile. In version 4.0 of the coin-op, Reptile occasionally appears on the screen to give you a hint on how you can bring him out of hiding for a battle. Here's a list of all ten hints to use if you want to figure out how to reach Reptile yourself.

★ **HINTS GIVEN DURING THE GAME**

ALONE IS HOW TO FIND ME
BLOCKING WILL GET YOU NOWHERE
FINISHING IS THE KEY
I AM REPTILE, FIND ME!
LOOK TO LA LUNA
PERFECTION IS THE KEY
POINTS IF YOU DESTROY ME
TIP EHT FO MOTTOB (try reading it backwards)
YOU CANNOT MATCH MY SPEED
YOU MUST FIND ME TO BEAT ME



Reptile's waiting for you at the bottom of The Pit.

★ **HERE'S WHAT YOU MUST DO TO FIND REPTILE:**

1. Start a one-player game and play to The Pit stage **without continuing**.
2. During your Battle on The Pit stage, **never use Block**.
3. Get a **Double Flawless** victory—win two rounds without getting hit. If you're hit in the first or second round, intentionally lose that round. You can still get a Double Flawless and make Reptile appear even if you lose one round.
4. Perform the **finishing move** on your opponent. You *can* press Block for the fatality if you're playing as Scorpion or Sonya.
5. If you're the playing the Genesis version, something has to **fly in front of the moon** in the background during The Pit stage.

Do all of this right and Reptile drops onto the screen, then you appear in the bottom of The Pit to fight him. Defeat Reptile for a whopping 10-million-point bonus.

Sega Genesis Awesome Secrets

★ **MODE A:** Wait for the "code" screen to appear—it's the one that says "The word 'code' has many different definitions." Press A, B, A, C, A, B, B. You'll hear Scorpion say "Get over here!" as the letters turn blood-red. You've activated "Mode A" with **all fatalities and blood effects intact**.

★ **AWESOME CHEAT MENU:** If you think Mode A is cool, wait 'til you try this! At the menu screen (with "Game Start" and "Options"), press Down, Up, Left, Left, A, Right, Down. (Note that this spells out the word DULLARD. Hmmm.) The message "Cheat Active" appears on the menu screen. Choose this option and a huge menu of cheat options appears. Here's what each of the items does.

Fighter 1 and **Fighter 2** are used for the scrolling pictures on the side of the screen, and Fighter 1 is used with the Demo option.

Plan Base lets you choose from the four possible paths in which your character fights the other characters in the game. Choose a path and then use the Demo/Battle Plan option to see the order in which you'd fight the other characters.

Chop-Chop lets you choose the material you have to chop through in the Test Your Might bonus stage.

1Play Chop and **2Play Chop** let you set how often the Test Your Might round comes up. "X1" makes it appear after every fight; "X5" after every fifth fight; "X0" makes it never appear.

Demo has several choices. **Cameo** shows Fighter 1's background screen. **Biography 1** and **Biography 2** show Fighter 1's two ending screens. **Battle Plan** shows the Battle Plan for Fighter 1 (use the Plan Base option first). **Medal** shows Fighter 1 as having 20 consecutive wins. **Chop-Chop** puts Fighter 1 and Fighter 2 into the Test Your Might stage.



Flag0 sets Player 2's health meter into the "Danger" area right after a round starts, so that it takes only one hit to kill him.

Flag1 does the same thing as Flag0, only it sets Player 1's health meter into the "Danger" area.

Flag2 makes a shadow pass in front of the moon every time you reach The Pit stage.

Flag3 changes the shadow that flies in front of the moon during The Pit stage. You'll see either a face (one of the programmers, maybe?) or a pair of initials (BYC). Note that these initials are the same initials at the top of the high score list. Coincidence? Hmmm! Anyway, Flag3 doesn't work right away. You have to enter the Options screen and change Music, Sound, and Effects all to 6. Then and only then will Flag3 kick in.

Flag4 makes Reptile drop down before the start of each round and give you a clue.

Flag5 gives you infinite continues.

Flag6 makes the computer opponents do fatalities when it kills you. An extremely cool feature, and it makes you play harder, because who wants to have a fatality done on them by the *computer*?

Flag7 "locks" the background of each stage all the way up to the third Endurance Match.

Blood lets you toggle the blood and fatalities on and off. This does the same thing as entering the Mode A code.

Cheat lets you turn off the "Cheat Active" message on the menu screen, and it also turns all the Flags to Off.

1st Map lets you choose the first background area you fight in when you start the game.

Getting to Reptile is a *lot* easier with this code in place. Set Flag0 to On, and set 1st Map to The Pit. Choose Sub-Zero as your character. When you start the game, you'll be at The Pit stage, and a shadow *always* flies in front of the moon. Complete the steps needed to get to Reptile (double flawless, fatality, no blocking except during the fatality). Since it only takes one hit to kill your opponent, getting a double flawless should be *very* easy.

MORTAL KOMBAT 2

Introduction

The sequel to the most notorious fighting game of all time had a \$10 million promotional campaign when Acclaim brought it to the home ("Nothing, Nothing Can Prepare You!"), and the Super NES version had all the blood and guts of the coin-op original—no doubt a result of the uncensored Genesis *MK I* cart outselling the censored Super NES *MK I* by a huge margin. A few of the characters from *MK I* were missing in action—most noticeably, Kano and Sonya—but they were replaced by a host of new guys, for a total of 12 playable characters, almost twice as many as the original cast of seven. There were also many more secrets than in the original game; by this time, Midway was realizing that the secrets were a big part of the reason for *Mortal Kombat*'s popularity, and they were giving the public what they wanted. We're giving you, the reader, what you want—every move and secret for the Super NES and Sega Genesis versions.



You know that they sold \$50 million worth of MK II cartridges during the first week of release?

Basic Strategies

- ★ Certain fatalities will not work unless you are standing a **specific distance** away from your dazed opponent when you press the necessary buttons. If you can't perform a particular finishing move—and you've satisfied all the other requirements—then you may need to either move closer to your opponent or farther away. Look at our pictures to get a rough idea of where you should be standing to get the desired move to happen; when all else fails, experiment with different distances.
- ★ While some players avoid pressing the **BLOCK** button unless it's absolutely necessary, beginners should try holding the BLOCK button when executing tricky moves like Scorpion's "Toasty!" fatality or several of Jax's finishing moves. Holding BLOCK will prevent your character from jumping or moving horizontally while you manipulate the directional pad, which makes certain moves easier to perform. Just be sure to release the BLOCK button when you press the final punch or kick button in the sequence.
- ★ To perform a **Babality or Friendship move**, you must not press HIGH PUNCH or LOW PUNCH during the round in which you expect to do the move. If you press a punch button during the winning round, your Babality or Friendship move will not work.
- ★ The "**Pit II/Kombat Tomb**" fatalities will only work on those two stages. Do the move on "The Pit II" stage and you'll uppercut him or her right off the bridge; do the same move on the "Kombat Tomb" stage



Don't press the punch buttons during the round you want to do a Babality or Friendship.



The Dead Pool fatality is the same move for all twelve characters in the game.

and you'll uppercut him or her into the spikes that point down from the ceiling. To make a character **slide off the spikes** and drop to the floor, press and hold Down on both controllers immediately after the fatal uppercut.

- ★ To knock an opponent into the acid waters of the **"Dead Pool" stage**, stand right next to him or her when the words "Finish Him/Her" appear on the screen, hold the directional pad Down, hold LOW PUNCH+LOW KICK and press HIGH PUNCH to uppercut your opponent off the bridge. This move is the same for all twelve characters.

Basic Combos

- ★ **Jump Kick/Sweep:** If you're fighting against the computer, you can usually follow up a jump kick with a foot sweep. Keep sweeping until they jump away and then do another jump kick.
- ★ **Sweep/Throw:** After hitting a human opponent with a sweep, you can sometimes follow up with a throw, even if the human's blocking down and back. This also works with a few other moves, such as the jump kick or roundhouse.
- ★ **Jump Kick/Hop Kick:** Jump kick your opponent low and immediately do a hop kick. This works very well with the ninjas and Shang Tsung.
- ★ **Jump Kick/Missile Weapon:** Jump kick your opponent low and immediately shoot a missile weapon. It's important to kick the enemy low and deep so you can land on the ground quickly and fire the missile.

Baraka

- ★ Baraka was the leader of the band that attacked Liu Kang's Shaolin Temple, murdering Liu Kang's brothers. Impressed by Baraka's brutality, Shao Khan recruited him into his evil army. Use Baraka's Blade Fury to catch opponents who always try to jump kick. The Blue Bolt is a good way to hold somebody at bay but it doesn't do much damage. The Blade Slice gives your close attacks an extra reach that is good against characters like Jax. Once you get used to Baraka's unique kicking and punching style, you'll find that he's good for deep attacks that are quite bloody. Remember that both of his finishing moves require a little distance from your stunned opponent.



- ★ **Backhand:** HIGH PUNCH (in close).
- ★ **Blade Fury:** Back, Back, Back, LOW PUNCH.
- ★ **Blade Slice:** Hold Back, press HIGH PUNCH.
- ★ **Blue Bolt:** Rotate pad Down/Back, HIGH PUNCH.
- ★ **Double Kick:** HIGH KICK, HIGH KICK (in close).
- ★ **Babality:** Forward, Forward, Forward, HIGH KICK.
- ★ **Friendship:** Up, Forward, Forward, HIGH KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Forward, Forward, Down, HIGH KICK.
- ★ **Head Chop Fatality:** Back, Back, Back, HIGH PUNCH.
- ★ **Stab Fatality:** Back, Forward, Down, Forward, LOW PUNCH.
- ★ **Combo #1: Jump Kick/Blue Bolt.** Jump kick your opponent low and immediately do the Blue Bolt. After starting the jump kick, keep the control pad pointed Down, so you can quickly do the quarter-circle motion right after you hit.
- ★ **Combo #2: Jump Kick/Blade Fury.** Jump kick your opponent low and immediately do the Blade Fury. Start the three Back motion right before you hit, then quickly press LOW PUNCH. If you don't connect with the Blade Fury, you're left vulnerable to attack.



Baraka ventilates Reptile with a flurry of Blade Fury slices.



The oh-so-cliche Head Chop fatality. Man, they were cuttin' people's heads off in games ten years ago...



Baraka gently lifts Sub-Zero into the air and lets him slide down onto his twin blades.

Jax

- ★ Major Jackson Briggs enters the tournament for the first time this year to save a fallen comrade. As leader of Sonya's Elite Special Forces team, he hears her distress call and enters the Outworld, where he thinks she may still be alive. Jax is a good close-combat warrior. Both the Gotcha Grab and Multi-Slam do a lot of damage, but you have to be in close to execute them. The best move in his arsenal is also the most subtle: the in-close Hammer Punch. It temporarily stuns your opponent, allowing for a big-damage follow-up move.



- ★ **Back Breaker:** Press BLOCK while close to opponent in mid-air.
- ★ **Earthquake:** Hold LOW KICK for three seconds, then release.
- ★ **Energy Wave:** Rotate pad Forward/Down/Back, HIGH KICK.
- ★ **Gotcha Grab:** Forward, Forward, LOW PUNCH.
- ★ **Multi-Slam:** Press HIGH PUNCH repeatedly while throwing your opponent.
- ★ **Babality:** Down, Up, Down, Up, LOW KICK.
- ★ **Friendship:** Down, Down, Up, Up, LOW KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Up, Up, Down, LOW KICK.
- ★ **Arm Rip Fatality:** BLOCK, BLOCK, BLOCK, BLOCK, LOW PUNCH.
- ★ **Head Pop Fatality:** Hold LOW PUNCH, press Forward, Forward, Forward, and release.
- ★ **Combo #1: Overhead Hammer/Uppercut.** The Hammer stuns the opponent momentarily. Follow it up with an uppercut or Gotcha Grab. (You can't do consecutive Hammers.)
- ★ **Combo #2: Jump Kick/Energy Wave.** Jump kick your opponent low and immediately do the Energy Wave. After starting the jump kick, keep the control pad Down/Toward, so you can quickly do the half-circle motion right after you hit.
- ★ **Combo #3: Jump Kick/Gotcha Grab.** Jump kick your opponent low and immediately do the Gotcha Grab. Start the two Forward motion right before you hit, then quickly press LOW PUNCH. Jax grabs nothing but air if you aren't quick enough.
- ★ **Combo #4: Jump Kick/Back Breaker.** Jump kick your opponent low and immediately do the Back Breaker. Be sure to kick low and deep. As soon as you press the kick button, press BLOCK to execute the Breaker.



Pop goes the brainpan as Jax crushes Shang Tsung's head.

Johnny Cage

- ★ Always on the lookout for a new movie, John Carlton (Cage's real name) returns to the tournament to find the sequel to his first *MK* movie. Though the Shadow Uppercut does extra damage, you have to be in close, leaving room open for your opponent to sneak in for major damage. Use the High Green Ball to pick off opponents that like to use the jump kick a lot. The Shadow Kick doesn't have much of a range so use it for emphasis on a combo, not as a starting point.
- ★ **Ball Breaker:** Hold LOW PUNCH, press BLOCK.
- ★ **Green Ball:** Rotate pad Back/Down/Forward, LOW PUNCH. The arc on the Green Ball makes it hard to judge, since it looks almost exactly like the High Green Ball. Good for hitting opponents from across the screen. It can also be used when your opponent is jumping away or toward you for a jump kick.
- ★ **High Green Ball:** Rotate pad Forward/Down/Back, HIGH PUNCH. It's just like the Green Ball, except it arcs higher (duh). Very useful for hitting opponents in any stage of a jump. Mix up Green Balls and High Green Balls to keep your opponent guessing.
- ★ **Shadow Kick:** Back, Forward, LOW KICK. This is an excellent move as part of a combo or as a counter-attack. When a slow opponent sweeps you, block and quickly do the Shadow Kick. This hits most of the time, except on fast sweepers like Kitana and Mileena. The only other time to use the Kick is when you





The painful-looking Ball Breaker is one of Johnny Cage's signature moves.



You can knock off one head or three heads with the Head Punch fatality.

anticipate your opponent will stand. Hide your evil intentions by walking back and forth without blocking, then do the Kick when they make a move. Sometimes Cage does a Red Shadow Kick, which leaves a red Shadow and makes a zapping noise. This is a random occurrence and there's no way to produce a Red Shadow Kick every time. (Could this be a parody of the mysterious Red Fireball that Ken sometimes throws in *Street Fighter II*?)

- ★ **Shadow Uppercut:** Back, Down, Back, HIGH PUNCH. This move takes off less damage than you might think, but it's still very handy for nailing an opponent jumping toward or away from you, since it hits them every time. You can also use it after jumping near an opponent, to strike them as they make a move. Counter-attacking against the Uppercut is easy, since Cage hangs in the air for such a long time, so use it sparingly.
- ★ **Babality:** Back, Back, Back, HIGH KICK.
- ★ **Friendship:** Down, Down, Down, HIGH KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Down, Down, Down, HIGH KICK.
- ★ **Head Punch Fatality:** Forward, Forward, Forward, Down, Up. (Hold Down+LOW PUNCH+BLOCK+LOW KICK during the first punch to knock off three heads.)
- ★ **Torso Fatality:** Down, Down, Forward, Forward, LOW PUNCH.
- ★ **Combo #1: Jump Kick/Shadow Kick.** Jump kick your opponent low and immediately do the Shadow Kick. If your opponent is jumping toward you, do a hop kick followed by the Shadow Kick.
- ★ **Combo #2: Jump Kick/Shadow Uppercut.** Jump kick your opponent low and immediately do the Shadow Uppercut. You must kick low and deep and do the Uppercut as quickly as possible or it won't connect. This combo is easiest when your opponent is close to the corner.
- ★ **Combo #3: Jump Kick/Green Ball.** Jump kick your opponent low and immediately do the Green Ball. After starting the jump kick, keep the control pad held away, so you can quickly do the half-circle motion right after you hit.
- ★ **Combo #4: Ball Breaker/Turn-Around Kick/Shadow Kick.** Hit your opponent with the Ball Breaker, jump over the opponent, and kick them low as you turn to face the other direction. Follow up with a Shadow Kick or Shadow Uppercut.

Kitana



- ☆ Kitana is Shao Khan's personal assassin, though some suspect that she has been disloyal to the laws of Chaos and the tribe of Shao Khan. In order to find out if she is worthy, Khan has asked her twin sister Mileena to watch her every move. Use Kitana's speed to her advantage, especially when playing against the boss characters Kintaro and Shao Khan. Try the Fan Lift/Air Attack/Fan Throw for an easy Killer Kombo.
- ☆ **Air Attack:** Rotate pad Forward/Down/Back, HIGH PUNCH.
- ☆ **Elbow:** HIGH PUNCH (in close).
- ☆ **Fan Lift:** Back, Back, Back, HIGH PUNCH.
- ☆ **Fan Slice:** Hold Back, press HIGH PUNCH.
- ☆ **Fan Throw:** Forward, Forward, HIGH PUNCH+LOW PUNCH.
- ☆ **Babality:** Down, Down, Down, LOW KICK.
- ☆ **Friendship:** Down, Down, Down, Up, LOW KICK.
- ☆ **Pit II/Kombat Tomb Fatality:** Forward, Down, Forward, HIGH KICK.
- ☆ **Fan Fatality:** BLOCK, BLOCK, BLOCK, HIGH KICK.
- ☆ **Kiss of Death Fatality:** Hold LOW KICK, press Forward, Forward, Down, Forward, and release.
- ☆ **Combo #1: Jump Kick/Fan Throw.** Jump kick your opponent low and immediately do the Fan Throw. Start the two Forward motion right before you kick, then press both PUNCH buttons. If you're fighting the computer and it blocks your jump kick, the Fan Throw usually hits.
- ☆ **Combo #2: Jump Kick/Fan Throw/Hop Kick.** Jump kick your opponent low and immediately do the Fan Throw. Start the two Forward motion right before you kick, then press both PUNCH buttons. If you connect on the first jump kick and get the Fan out fast, you can also hop kick the opponent as he's falling down.
- ☆ **Combo #3: Fan Lift/Jump Kick/Fan Throw/Hop Kick-Air Attack.** Catch the opponent with the Fan Lift and wait until he's near the top of the lift. Walk forward as far as you can and do a jump kick to catch the opponent as he's falling down. Immediately do the Fan Throw and follow up with a hop kick or Air Attack. If your opponent is fairly close to you or near the corner, you can do a regular jump kick instead of a hop kick for the last move. This combo works very well against Kintaro and Shao Kahn.
- ☆ **Combo #4: Fan Life/Jump Kick/Fan Throw/Uppercut.** Your opponent must be near the corner to use this combo. Catch the opponent with the Fan Lift and wait until he's near the top of the lift. Walk forward as far as you can and do a jump kick to catch the opponent as he's falling down. Immediately do the Fan Throw and follow with an Uppercut as the opponent is falling.



Yet another head-choppin' fatality move.



Kitana gives Kung Lao a smooch he'll never forget.

Kung Lao



- ★ As a fellow member of the White Lotus Society, Kung Lao enters Shao Khan's tournament with Liu Kang. His motivation stems from a 500-year-old grudge against Goro, who killed off members of Kung Lao's family. Kung Lao's Whirlwind Spin works like an uppercut, bringing Toasty to the screen. One advantage to the Hat Throw is your ability to control the direction in case your opponent tries to duck or jump. Usually the Teleport doesn't bring you close enough to your opponent to allow a surprise uppercut, but back them into a corner and you'll be able to nail them with an uppercut right after you land from the warp.
- ★ **Air Kick:** Jump, then hold Down and press HIGH KICK in midair. The Air Kick works well on opponent who rely on missile weapons; wait until the opponent fires a missile and then do the Kick. Another tactic is to do a series of low punches on the opponent, jump back, and do the Air Kick as you hit the top of the jump. A third method is to use the Air Kick just after jumping off the ground. The Kick doesn't travel as far, but doesn't leave you as open to a counter-attack.
- ★ **Hat Throw:** Back, Forward, LOW PUNCH. The ability to control the direction of the hat in the air makes this a great long distance attack. Press Up or Down on the pad to control the flight of the hat. it can be used to hit a jumping opponent or an opponent ducking on the ground. Definitely an effective move against players who duck without blocking.
- ★ **Headbutt:** HIGH PUNCH (in close).
- ★ **Teleport:** Down, Up (quickly). The advantage of the Teleport is the ability to punch and kick when coming up. If you kick as Kung Lao comes up from the Teleport, this usually strikes the opponent before they can do anything. The Teleport leaves you open for a jump kick, missile, or uppercut, so use it carefully.
- ★ **Whirlwind Spin:** Up, Up, LOW KICK. Once this move is executed, the only way to hit Kung Lao is with a missile weapon or Jax's Earthquake. This makes it a good defensive move when performed quickly. Anticipate when an opponent is going to jump at you and execute the Spin. There's a small period of time in which Kung Lao speeds up and slows down where he's vulnerable to regular attacks. To maintain the Spin, press LOW KICK rapidly.
- ★ **Babality:** Back, Back, Forward, Forward, HIGH KICK.
- ★ **Friendship:** Back, Back, Back, Down, HIGH KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Forward, Forward, Forward, HIGH PUNCH.



Yes, it's *another* decapitation fatality.



Jax goes to pieces thanks to a well-placed swipe of Kung Lao's hat.

- ★ **Hat Throw Fatality:** Hold LOW PUNCH, press Back, Back, Forward (press Up just before the hat reaches your opponent to aim for his or her neck).
- ★ **Slice Fatality:** Forward, Forward, Forward, Forward, LOW KICK.
- ★ **Combo #1: Jump Kick/Hat Throw.** Jump kick your opponent low and immediately do the Hat Throw. be sure to guide the hat to hit the falling opponent.
- ★ **Combo #2: Hop Kick/Air Kick.** If your opponent jumps at you, do a hop kick quickly followed by the Air Kick. This is a very fast combo.
- ★ **Combo #3: Jump Kick/Whirlwind Spin.** Jump kick your opponent in the corner and execute the Spin. be sure to kick low and start the Spin immediately by pressing Up and LOW KICK rapidly.
- ★ **Combo #4: Whirlwind Spin/Jump Kick.** If your opponent is hit with the Spin as it's slowing down, Kung Lao recovers fast enough to do a jump kick, Air Kick, or Hat Throw.

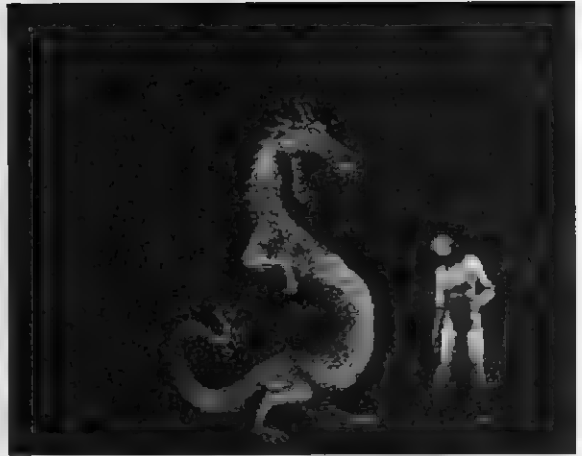
Liu Kang



- ★ Returning home after the first Shaolin Tournament, Liu Kang finds his brothers have been mysteriously murdered and his home destroyed. He re-enters Shao Khan's second tournament to avenge his brothers' deaths, assuming that the murderer must be a member of Shao Khan's evil tribe. The warrior of the White Lotus society has expanded his range of moves, including crouching and jumping fireballs. Keep charging the bicycle kick to surprise your opponents when they drop their guard. Take advantage of Liu Kang's special moves when attempting Babalities and Friendships; two of them involve only the kick buttons.
- ★ **Bicycle Kick:** Hold LOW KICK for three to five seconds, then release. Like the Flying Kick, the Bicycle Kick is a handy surprise move. Keep your finger (or thumb) on LOW KICK throughout the round so you can unleash it when necessary. And like the Flying Kick, don't use it when far away from your opponent or when they're standing and blocking. It's best used when your opponent jumps toward or away from you. If you are thrown or jump kicked, use the Bicycle Kick as you stand up to catch the opponent off guard. Make sure you release LOW KICK while standing on the ground; otherwise, the move doesn't work.
- ★ **Fireball:** Forward, Forward, HIGH PUNCH. This is a good follow-up to a jump kick since it can be launched very quickly. it can also be done in the air to knock jumping opponents out of the sky. You can also toss an aerial Fireball to avoid a missile weapon; if you're jumping and your opponent launches a missile weapon, do the Fireball while in the air to stay above it.
- ★ **Flying Kick:** Forward, Forward, HIGH KICK. The Flying Kick is a good surprise attack. While walking toward your opponent, tap the control pad toward him and then press HIGH KICK when he's about to make a move. The Flying Kick is also a good jump kick follow-up. If your opponent jumps away from you or just in front of you, use the Flying Kick to knock him out of the air. Never use the Flying Kick to fly across the screen at a blocking opponent; he can follow up his block with a devastating uppercut.
- ★ **Forearm:** HIGH PUNCH (in close).
- ★ **Low Fireball:** Forward, Forward, LOW PUNCH. Your opponent can't simply duck to avoid the Low Fireball; they must block or jump. This is most effective at long range or close range and is very hard to counter. The Low Fireball is also a good defensive move, since Liu Kang is low to the ground. The only way to hit Liu Kang when he's shooting a Low Fireball is with a late jump kick. Use the Low Fireball to counter an enemy's missile weapon; his missile flies over your head, but yours slams right into him.
- ★ **Babality:** Down, Down, Forward, Back, LOW KICK.
- ★ **Friendship:** Forward, Back, Back, Back, LOW KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Back, Forward, Forward, LOW KICK.



"I want to ride my bicycle," sez Liu Kang just before unleashing the Bicycle Kick.



The Dragon fatality is one of the most impressive fatalities in the game: hard to do, but very cool to watch.

- ★ **Dragon Fatality:** Down, Forward, Back, Back, HIGH KICK.
- ★ **Uppercut Fatality:** Rotate pad 360 degrees counterclockwise.
- ★ **Combo #1: Jump Kick/Flying Kick.** Jump kick your opponent low and immediately do the Flying Kick. Start the two Forward motion right before you hit, then quickly press HIGH KICK. If you do the Flying Kick too fast, you fly right over your opponent, so make sure you're on the ground.
- ★ **Combo #2: Hop Punch/Fireball:** Hop punch your opponent in the air and immediately do the Fireball. Start the two Forward motion right before you hit, then quickly press HIGH PUNCH. Follow this up with a Low Fireball, which they have to block.
- ★ **Combo #3: Jump Kick/Bicycle Kick.** Jump kick your opponent low and immediately do the Bicycle Kick. be sure to charge the Kick for a few seconds before you jump kick. Wait until you land on the ground before releasing LOW KICK, or the Bicycle Kick won't happen.
- ★ **Combo #4: Jump Kick/Fireball.** Jump kick your opponent and immediate do a Fireball. Start the two Forward motion right before you hit, then quickly press HIGH PUNCH. If you're fighting the computer, you can follow the Fireball with a Low Fireball. Against a human, use the Bicycle Kick after the Fireball.

Mileena

- ★ Along with her sister Kitana, Mileena is one of Shao Khan's personal assassins. She is in the tournament to watch her sister who is suspected of dissension from the forces of chaos. Use the Ground Roll/Air Kick combo to surprise opponents from both ends, and keep the Sai charged for added flourish. You'll have to be a step away from your opponent to do the Stab Fatality, but the Inhale Fatality should be triggered while you are touching the enemy.
- ★ **Elbow:** HIGH PUNCH (in close).
- ★ **Ground Roll:** Back, Back, Down, HIGH KICK.
- ★ **Sai Throw:** Hold HIGH PUNCH for two to three seconds, then release.
- ★ **Teleport Kick:** Forward, Forward, LOW KICK.
- ★ **Babality:** Down, Down, Down, HIGH KICK.
- ★ **Friendship:** Down, Down, Down, Up, HIGH KICK.





Mileena tries to put Rayden's eyes out with a Sai Throw.



The Stab fatality wins the award for most blood-letting fatality in *MK II*.

- ★ **Pit II/Kombat Tomb Fatality:** Forward, Down, Forward, LOW KICK.
- ★ **Inhale Fatality:** Hold HIGH KICK for two to three seconds, then release.
- ★ **Stab Fatality:** Forward, Back, Forward, LOW PUNCH.
- ★ **Combo #1: Jump Kick/Sai Throw.** Jump kick your opponent low and immediately do the Sai Throw. You need to charge the move before you jump. Immediately after hitting with the jump kick, release HIGH PUNCH.
- ★ **Combo #2: Hop Kick/Sai Throw/Teleport Kick.** Hop kick your opponent as they jump towards you and immediately do the Sai Throw. Release HIGH PUNCH as soon as your hop kick connects. After the Sai Throw hits, do the Teleport Kick.
- ★ **Combo #3: Jump Kick/Ground Roll.** Jump kick your opponent low and immediately do the Ground Roll. Start the two Back motion right before you hit.

Rayden

- ★ The Thunder God returns to the tournament, warning the other contestants of Shao Khan's evil intentions. Why Rayden bothers with the tournament is cause for speculation, considering that he's a God and should have no problem with Shao Khan. Keep the Electrocuting charging to surprise your opponents close in, especially when they try to throw you. Rayden's fatalities take practice, because you have to start charging them before the "Finish" appears on screen. This practice is worth it, because the exploding uppercut is one of the most spectacular fatalities in the game.
- ★ **Electrocuting:** Hold HIGH PUNCH for three to four seconds, then release (in close).
- ★ **Flying Attack:** Back, Back, Forward.
- ★ **Lightning:** Rotate pad Down/Forward, LOW PUNCH.
- ★ **Mini Uppercut:** HIGH PUNCH (in close).
- ★ **Teleport:** Down, Up (quickly).
- ★ **Babality:** Down, Down, Up, HIGH KICK.
- ★ **Friendship:** Down, Back, Forward, HIGH KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Up, Up, Up, HIGH PUNCH.
- ★ **Shock Fatality:** Hold LOW KICK for five seconds, then release; when Rayden starts to shock his opponent, press BLOCK+LOW KICK repeatedly to explode.





Electrocution!



Uppercut fatality!

- ★ **Uppercut Fatality:** Hold HIGH PUNCH for ten seconds, then release (you need to start charging this move before the words “Finish Him/Her” appear on the screen).
- ★ **Combo #1: Jump Kick/Flying Attack.** Jump kick your opponent low and immediately do the Flying Attack.
- ★ **Combo #2: Hop Kick-Punch/Flying Attack.** Hop kick or hop punch your opponent in the air and immediately do the Flying Attack.
- ★ **Combo #3: Jump Kick/Lightning.** Jump kick your opponent low and immediately do the Lightning. After starting the jump kick, keep the joystick in the Down position, so you can quickly do the quarter-circle motion right after you hit.
- ★ **Combo #4: Electrocution/Two Punches/Flying Attack.** As Rayden lets go of the opponent after the Electrocution, punch twice to pop the opponent in the air. Follow up with the Flying Attack.

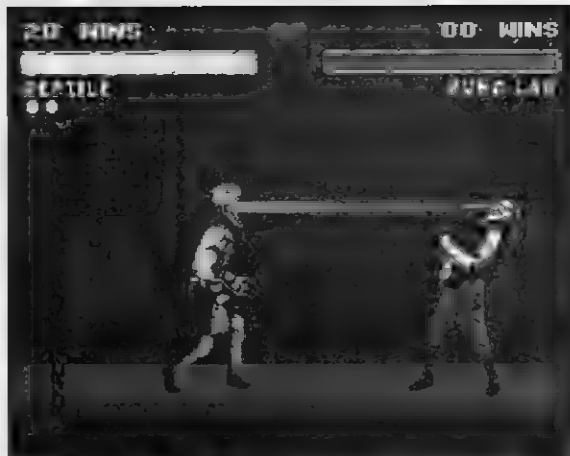
Reptile

- ★ Reptile acts as Shang Tsung’s personal bodyguard, so you know he must be an awesome fighter. His human form hides a scaly body; he’s thought to be the only remaining member of a race that has been extinct for over one million years. Reptile’s Power Ball can be used to keep your opponents off-guard, but remember that it leaves you wide open to any kind of projectile attack. The Acid Spit is quick, but doesn’t do much damage; use it to pick people out of the air. The Invisible Slice Fatality is very hard to do, but just think of it as a two-part fatality like Sub-Zero’s Deep Freeze.
- ★ **Acid Spit:** Forward, Forward, HIGH PUNCH.
- ★ **Backhand:** HIGH PUNCH (in close).
- ★ **Invisibility:** Up, Up, Down, HIGH PUNCH.
- ★ **Power Ball:** Back, Back, HIGH PUNCH+LOW PUNCH.
- ★ **Slide:** Hold Back, press LOW PUNCH+BLOCK+LOW KICK.
- ★ **Babality:** Down, Back, Back, LOW KICK.
- ★ **Friendship:** Back, Back, Down, LOW KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Down, Forward, Forward, BLOCK.
- ★ **Invisible Slice Fatality:** Forward, Forward, Down, HIGH KICK. (This fatality can only be executed when Reptile is invisible.)
- ★ **Tongue Fatality:** Back, Back, Down, LOW PUNCH.
- ★ **Combo #1: Jump Kick/Acid Spit.** Jump kick your opponent low and immediately do the Acid Spit. Start





Reptile shows absolutely no manners by letting loose with an Acid Spit.



At least this decapitation fatality is at least somewhat original.

the two Forward motion right before you hit, then quickly press HIGH PUNCH.

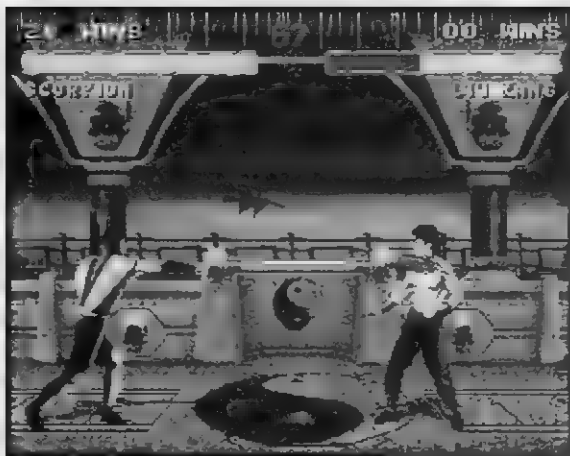
- ★ **Combo #2: Power Ball/Two Punches/Hop Kick/Slide.** Do the Power Ball move on your opponent. If it hits, do two high punches as the opponent comes at you, then do a hop kick. You need to be in the right place for the high punches to land. After the kick, complete the combo with a Slide.

Scorpion

- ★ Seeking revenge on Sub-Zero for dooming him to an eternity in hell, Scorpion returns to the tournament to try to kill him one last time. Scorpion's new Air Throw works well for opponents that jump around a lot. The Toasty Fatality is good for beginners because it can be executed from any position on the screen. The Slice Fatality is also nice because of its extra-bloody panache.



- ★ **Air Throw:** Press BLOCK while close to opponent in mid-air.
- ★ **Leg Grab:** Rotate pad Forward/Down/Back, LOW KICK.
- ★ **Spear:** Back, Back, LOW PUNCH.
- ★ **Teleport Punch:** Rotate pad Down/Back, HIGH PUNCH.
- ★ **Babality:** Down, Back, Back, HIGH KICK.
- ★ **Friendship:** Back, Back, Down, HIGH KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Down, Forward, Forward, BLOCK.
- ★ **Fire Fatality:** Up, Up, HIGH PUNCH.
- ★ **Slice Fatality:** Hold HIGH PUNCH, press Down, Forward, Forward, Forward, then release.
- ★ **Toasty Fatality:** Down, Down, Up, Up, HIGH PUNCH.
- ★ **Combo #1: Jump Kick/Spear.** Jump kick your opponent low and immediately do the Spear. Start the two Back motion right before you hit, then quickly press LOW PUNCH.
- ★ **Combo #2: Jump Kick/Leg Grab.** Jump kick your opponent low and immediately do the Leg Grab. After starting the jump kick, keep the control pad in the toward position, so you can quickly do the half-circle motion right after you hit.
- ★ **Combo #3: Jump Kick/Air Throw.** Jump kick your opponent low and deep, then immediately do the Air Throw by repeatedly pressing BLOCK.
- ★ **Combo #4: Teleport Punch/Spear.** Teleport Punch your opponent and immediately Spear. This works best if you catch the opponent in the air with the Teleport Punch, making it easier to Spear them before they hit the ground.



"Get over here!" The Spear produces the most recognizable sound bite in the game.



Scorpion swings and connects with an intestine-shredding Slice fatality. (Nice visual image, huh?)

- ★ **Combo #5: Teleport Punch/Leg Grab.** Teleport Punch your opponent and immediately do the Leg Grab. This works best if you catch the opponent in the air with the Teleport Punch, making it easier to Leg Grab them before they hit the ground.
- ★ **Combo #6: Turn-Around Kick/Teleport Punch/Spear.** Do a turn-around kick on your opponent and immediately do the Teleport Punch. If you connect on the Teleport Punch, throw the Spear and finish with an uppercut.

Shang Tsung

- ★ After losing the first tournament to Liu Kang, Shang Tsung's life is spared by Shao Khan—but only after he promises to lure the contestants back for a second battle. Shao Khan restores Shang Tsung's youth so that he can fight again. Shang Tsung is the expert player's favorite; with his morphing powers, he can do every move in the game. Along with his three awesome fatalities, his flaming skulls pack quite a punch. Use Shang Tsung if you really want to master *Mortal Kombat II*.
- ★ **Elbow:** HIGH PUNCH (in close).
- ★ **Flaming Skulls:** Back, Back, HIGH PUNCH.
- ★ **2 Flaming Skulls:** Back, Back, Forward, HIGH PUNCH.
- ★ **3 Flaming Skulls:** Back, Back, Forward, Forward, HIGH PUNCH. If you can catch your opponent in the air with the first Flaming Skull, there's a good chance that the other two will hit. Do the 3 Skulls before your opponent jumps toward or away from you.
- ★ **Babality:** Back, Forward, Down, HIGH KICK.
- ★ **Friendship:** Back, Back, Down, Forward, HIGH KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Down, Down, Up, Down.
- ★ **Inner Ear Fatality:** Hold HIGH KICK for two to three seconds, then release.
- ★ **Kintaro Morph Fatality:** Hold LOW PUNCH for entire round (at least 25 seconds), release button one step in front of your opponent.
- ★ **Life Force Fatality:** Up, Down, Up, LOW KICK.
- ★ **Baraka Morph:** Down, Down, LOW KICK.
- ★ **Jax Morph:** Down, Forward, Back, HIGH KICK.
- ★ **Johnny Cage Morph:** Back, Back, Down, LOW PUNCH.





The damn impressive Kintaro Morph fatality.



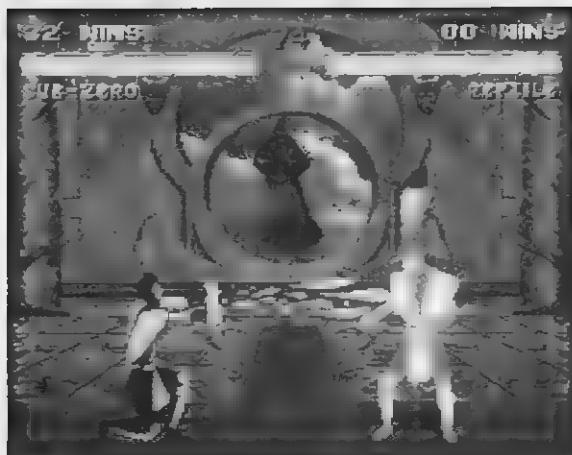
Shang Tsung's third, and extremely cool, fatality is the Life Force move.

- ★ **Kitana Morph:** BLOCK, BLOCK, BLOCK.
- ★ **Kung Lao Morph:** Back, Down, Back, HIGH KICK.
- ★ **Liu Kang Morph:** Back, Forward, Forward, BLOCK.
- ★ **Mileena Morph:** Hold HIGH PUNCH for three seconds, then release.
- ★ **Rayden Morph:** Down, Back, Forward, LOW KICK.
- ★ **Reptile Morph:** Up, DOWN+HIGH PUNCH.
- ★ **Scorpion Morph:** Up, Up.
- ★ **Sub-Zero Morph:** Forward, Down, Forward, HIGH PUNCH.
- ★ **Combo #1: Jump Kick/Flaming Skull.** Jump kick your opponent low and immediately do one Flaming Skull. Start the two Back motion right before you kick, then press HIGH PUNCH. This is difficult, as Shang Tsung's Skulls travel slowly. More than one Skull after the jump kick is possible, but extremely difficult.

Sub-Zero

- ★ Thought dead, Sub-Zero returns to the tournament to assassinate Shang Tsung. Does he realize that Scorpion is after him? Sub-Zero's Ground Freeze is one of the best moves in the game. Just remember that if an opponent is moving away from you when you do the Ground Freeze, they'll fall backwards, making it harder to nail the uppercut. You can still freeze yourself if you do a Double Ice Backfire (i.e., re-freeze a frozen opponent), but if you've done a Ground Freeze, all other freezes are disabled. To do the Ice Ball Fatality, you have to be as far away from your enemy as possible to get it to work.
- ★ **Backhand:** HIGH PUNCH (in close).
- ★ **Freeze:** Rotate pad Down/Forward, LOW PUNCH.
- ★ **Ground Freeze:** Rotate pad Down/Back, LOW KICK.
- ★ **Slide:** Hold Back, press LOW PUNCH+BLOCK+LOW KICK.
- ★ **Babality:** Down, Back, Back, HIGH KICK.
- ★ **Friendship:** Back, Back, Down, HIGH KICK.
- ★ **Pit II/Kombat Tomb Fatality:** Down, Forward, Forward, BLOCK.
- ★ **Deep-Freeze Fatality:** Forward, Forward, Down, HIGH KICK to freeze, then press Forward, Down, Forward, Forward, HIGH PUNCH (in close).





Sub-Zero's universally hated Freeze move.

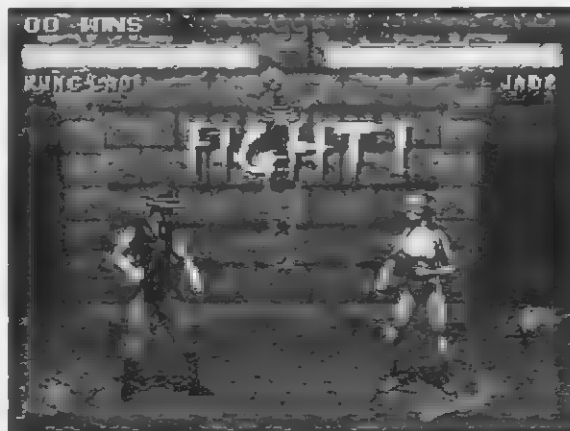


The Deep-Freeze fatality seems inspired by the "altered" fatality from the Super NES version of the original *MK*.

- ★ **Ice Ball Fatality:** Hold LOW PUNCH, press Back, Back, Down, Forward.
- ★ **Combo #1: Jump Kick/Slide.** Jump kick your opponent low and immediately do the Slide. If you don't kick low and deep enough, the Slide won't connect against a human opponent, although it's almost always effective against the computer.
- ★ **Combo #2: Jump Kick/Hop Kick/Slide.** Jump kick your opponent low and immediately do a hop kick followed by a Slide. Most effective when your opponent is frozen.
- ★ **Combo #3: Jump Kick/Ground Freeze/Uppercut/Slide.** Jump kick your opponent low and immediately do the Ground Freeze. Keep them deep, or they will land beyond the range of the Ground Freeze. If they slip, hit them with the uppercut and then do the Slide.

Hidden Characters

- ★ **Jade:** To fight Jade, you must reach the stage just before the question-mark stage in a one-player game. While fighting on this stage, you must win one round using only the LOW KICK button—pressing any other button during the round will disqualify you from reaching Jade in that round. If you fulfill these requirements, you will be transported through the portal to do battle with Jade in Goro's Lair.
- ★ **Noob Saibot:** Play until the "Battle" counter reaches 50. You get a special congratulatory message and are warped to Goro's Lair to do battle with Noob Saibot, an all-black shadow Ninja. ("Noob" is *MK 2* programmer Ed Boon's last name spelled backwards; "Saibot" is the reversed surname of *MK 2* artist John Tobias.)
- ★ **Smoke:** To fight the ninja Smoke, you must fight on The Portal stage in either a one- or two-player game. During the battle, watch for *MK 2* sound designer Dan Forden to appear in the lower-right corner of the screen; he's the guy who pops up and

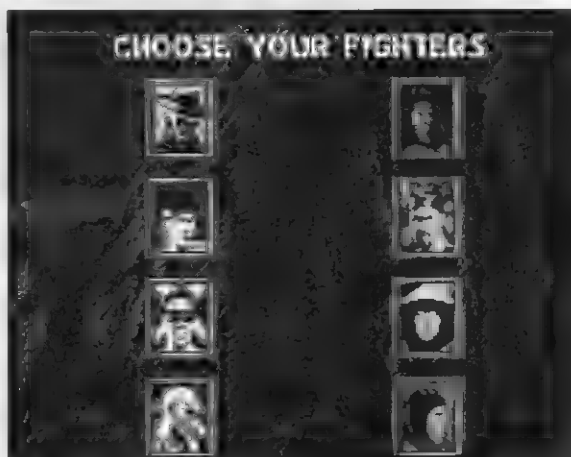


To get to Jade, you need to reach the stage just before the question mark stage.

sings “Toasty!” at certain times, usually after a player has connected with a particularly vicious uppercut. While Forden is on the screen, hold the joypad Down and press the START button. If your timing is right, you’ll be sent through the portal to face Smoke in Goro’s Lair.

Super Nintendo Awesome Secrets

- ★ **ALTERNATE TITLE SCREEN:** Hold L and R on Controller 1 and turn on the Super NES. When the Acclaim logo screen appears, the background turns red and Shao Khan and Goro put on an extremely amusing performance.
- ★ **DISABLE THROWS:** To disable all throws during a two-player match, hold both directional pads Down and hold the HIGH PUNCH button on both controllers during the matchup screen just before the fight.
- ★ **KILLER KODES:** Each of the following eight codes must be done quickly at the Choose Your Fighter screen. You hear a drum sound if you’ve done it correctly. If you’re fast enough, you can enter several codes for the same match.
- ★ **1-Hit Danger Mode:** Down, Up, Right, Up, Left, SELECT. This gives your character near invincibility and the ability to put your opponent into “Danger” with just one uppercut.
- ★ **30 Credits:** Left, Up, Right, Down, Left, SELECT. This gives you 30 credits at any time; repeat when necessary to keep your credits maxed out.
- ★ **Extra Fatality Time:** Up, Up, Left, Up, Down, SELECT. This code gives you 15 seconds to do a fatality after the words “Finish Him/Her” appear on the screen, instead of the usual five-second limit.
- ★ **Go Directly to Shao Khan:** Right, Up, Up, Right, Left, SELECT. This code allows you to play against Shao Khan until your continues run out or you’ve finished the game.
- ★ **Go Directly to Kintaro:** Up, Down, Down, Right, Right, SELECT. Kintaro is the toughest character in the game. This code lets you practice against the big oaf.
- ★ **Go Directly to Smoke:** Up, Left, Up, Up, Right, SELECT. Fight against the secret character Smoke without going through the “Toasty!” procedure.
- ★ **Go Directly to Jade:** Up, Down, Down, Left, Right, SELECT. Find the green female Ninja called Jade without having to play through to the “?” stage.
- ★ **Go Directly to Noob Saibot:** Left, Up, Down, Down, Right, SELECT. Use this code to try your luck against the shadow Ninja Noob Saibot without having to play 50 matches in a row.
- ★ **RANDOM CHARACTER SELECTION:** To have the computer choose a character for you at random, hold the directional pad Up and press START while the cursor is on the top row of the character-select screen. On the left controller the cursor has to be on Liu Kang, and the right controller’s cursor has to be on Reptile.
- ★ **SECRET ENDURANCE MODE:** Hold L and R and press START at the title screen (on either controller) to access the Endurance Mode screen. Press Up and Down to choose one of the four characters, and Left or Right to toggle through the different characters. (The character at the top is the one you start the Endurance Mode battle with.) Press SELECT to let the computer choose four fighters at random. Press START to begin the match. When your fighter is killed, he or she disappears in a puff of smoke—just like in the Endurance rounds of the original *Mortal*



The four-character Endurance Mode is fantastic for multi-player competitions.

Kombat—and your next fighter jumps onto the screen. The first player to defeat all four of his opponent's characters wins the match.

Sega Genesis Awesome Secrets

- ★ **TEST MODES:** At the title screen, select OPTIONS. At the options screen, move the cursor to DONE! and then move the control pad Left, Down, Left, Right, Down, Right, Left, Left, Right, Right. A new option called Test Modes appears. Here's what the various Test Modes items do.
- ★ **No Damage to P1, No Damage to P2, 1 Hit Kills P1, 1 Hit Kills P2:** Pretty bloody obvious what these do!
- ★ **Free Play:** Gives you infinite credits.
- ★ **Background:** Lets you play on a single background for the entire game, even when encountering secret characters. Here's a quick chart of numbers and backgrounds.

Number	Background
1	Dead Pool
2	Kombat Tomb
3	Wasteland
4	The Tower
5	Living Forest
6	The Armory
7	The Pit II
8	The Portal
9	Kahn's Arena
10	The Blue Portal

- ★ **Battleplan:** Lets you determine where you start on the battle plan. 14 lets you start at Kintaro; 15 lets you start at Shao Kahn.
- ★ **Soak Test:** Tells the computer to fight itself.
- ★ **Fatalities, Friendship, Babalities:** Lets you decide which finishing move the winner of the Soak Test match will use on his vanquished opponent.
- ★ **Oooh, Nasty!:** Lets you do the extremely bizarre Fergality finishing move (see below).
Activating the Test Modes does something else interesting. Normally, when you land a really juicy uppercut, Dan "Toasty!" Forden pops up in the lower-right corner of the screen. With the Test Modes activated, a picture of the programmer—as drawn by his six-year-old brother(!)—appears in the lower-right corner. Check it out....
- ★ **FERGALITY:** Activate the Test Modes, set the Background to 6 (The Armory), and turn on Oooh, Nasty! Start a one- or two-player battle as Rayden and win two rounds. When you're prompted to "Finish Him/Her," press Back, Back, Back, START. Your opponent is turned into Fergus McGovern (an employee of Probe Limited, and the same guy whose head flew in front of the moon in *Mortal Kombat I*). Nice bod, Fergus!



Fergality? Huh?!

VERSION 1 MOVES

Mortal Kombat 3 was released before it was “finished.” The first version is usually just a prototype placed in very few arcades. It’s used to get feedback from gamers on what should be changed or added, then the programmers put those ideas into later versions. Version 1.0 is the first version that is released to arcade owners for sale, and for most arcade games that would be the last version released. With *Mortal Kombat 3*, version 1.0 was followed with version 2.0, then 2.1. A version 3.0 (featuring new characters and moves) is planned for late 1995 when the home version of the game is released.

Version 2.1 is the version you’ll likely find in your local arcade until 3.0 arrives, and it’s also the version that will be on home systems. It features several new moves, fatalities and secrets not found in version 1.0. The bulk of this book covers version 2.1. The programmers also decided to change the way several moves in version 1.0 are executed, making it necessary for players that mastered 1.0 to start over, re-learning even most of the basic moves for each character.

The following are the original moves for version 1.0. All moves are confirmed on a version 1.0 machine.

CYRAX

Close Bomb	Hold LK, B, B, B, HK
Far Bomb	Hold LK, F, F, F, HK
Energy Net	B, B, LK
Teleport	F, D, Block
Air Throw	F, F, B, D, F, Block (opponent must be in air, you on ground)
Combo (5 hit)	HP, HP, LK, B+HK
Fatality 1	Hold Block, U, U, U, D+HP (sweep)
Fatality 2	F, D, B, U, F, D, Run (close)

JAX

Single Missile	B, F, HP
Double Missile	F, F, B, B, HP
Charge Attack	F, F, HK
Ground Slam	Hold LK for 3 seconds
Gotcha Punch	F, F, LP
Multi Slam	F+LP then tap HP rapidly
Combo (5 hit)	HP, HP, Block, LP, B+HP
Fatality 1	Hold Blk, spin 360, press HP (close)
Fatality 2	Run, Run, Run, Block, LK (far)

KABAL

Tornado Spin	B, F, LK
Purple Fireball	B, B, HP
Ground Blade	B, B, B, Run
Combo (4 hit)	HP, HP, D+LP, D+HP
Reset Fatality	Hold HP, D, D, D, rel. HP (close)
Fatality 1	Run, Block, Block, Block, HK
Fatality 2	B, B, F, D, Block (sweep)
Animality	Hold HP for 3 seconds (close)

KANO

Cannonball	Hold LK for 3 seconds
Knife Throw	Quarter-circle D to B, HP
Knife Uppercut	Quarter-circle D to F, HP
Combo (5 hit)	HP, HP, LP, D+HP, Jump Kick

KUNG LAO

Hat Throw	B, F, LP
Teleport	D, U
Dive Kick	D, HK (in air)
Aura Shield	F, D, F, Run
Combo (7 hit)	HP, LP, HP, LP, LK, LK, B+HK
Fatality 1	D, D, D, Run+Block (sweep)
Animality	Run, Run, Run, Run, Block (close)

LIU KANG

Bicycle Kick	Hold LK for 3 seconds
Flying Kick	F, F, HK
High Fireball	F, F, HP (can be done in air)
Low Fireball	F, F, LP
Combo	HP, LK, LK, HK, B+HK
Fatality 1	F, F, F, B, F, LK (close)
Fatality 2	Hold Block, U, U, U, release Block, U+Block+Run (close)
Animality	Hold Blk, D, D, D, U (sweep)

NIGHTWOLF

Arrow Shoot	Quarter-circle D to B, LP
Hatchet Uppercut	Quarter-circle D to F, HP
Reflector Shield	B, B, B, HK
Shoulder Ram	F, F, LK
Combo	HP, HP, Hatchet, HP, HP, Shoulder Ram
Fatality 1	D, F, F, HK (close)
Fatality 2	B, B, B, HP (sweep)
Animality	Hold Block, D, D, release Block (close)

SEKTOR

Heat-Seek Missile	Half-circle F to D to B, HP
Straight Missile	F, F, LP
Teleport Uppercut	F, F, LK
Combo (4 hit)	HP, HP, HK, HK, B+HK
Fatality 1	B, B, B, B, HK (sweep)
Animality	Hold Block, D, D, D, U (close)

SHANG TSUNG

1 Skull	B, B, HP
2 Skulls	B, B, F, HP
3 Skulls	B, B, F, F, HP
Fire Eruption	F, B, B, LK
MORPHS:	
Cyrax	Block, Block, Block
Jax	F, F, D, LP
Kabal	LP, Block, HK
Kano	B, F, Block
Kung Lao	Run, Run, Block, Run
Liu Kang	Clockwise 360° Toward (Block)
Nightwolf	U, U, U
Sektor	D, F, B, Run
Sheeva	F, D, F, LK
Sindel	B, D, B, LK
Sonya	D+Run+Block+LP
Stryker	F, F, F, HK
Sub-Zero	F, D, F, HP
Combo (5 hit)	HP, HP, LP, B+HK
Fatality 1	Hold LP, D, F, D, F, rel. LP (close)
Animality (as Cyrax)	Hold Block, U, U, U, D (close)

SHEEVA

Fireball	Quarter-circle D to F, HP
Teleport Stomp	D, U
Stomp	B, D, B, HK
Combo	HP, HP, LP, HK, HK, LK, B+HK
Fatality 1	F, F, F, LP (close)
Fatality 2	Hold HK, F, F, F, release HK (close)
Animality	Run, Run, Block, Block, Block

SINDEL

Air Fireball	Half-circle B to D to F, LK
Wave Scream	F, F, F, HP
Levitation	B, B, F, HK (Block to come down)
Fatality 1	Run, Run, Blk, Blk, Run+Block (close)
Fatality 2	Run, Run, Blk, Run, Blk (sweep)
Animality	F, F, HP

SMOKE

Grappling Hook B, B, LP
Invisibility Hold Block, U, U, Run
Animality D, F, F, Block (far)

SONYA

Laser Rings Quarter-circle D to F, LP
Bicycle Kick B, B, D, HK
Leg Grab Down+LP+Block
Air Punch F, B, HP
Fatality 1 D, D, D, F, LK (anywhere)

STRYKER

High Grenade Toss Quarter-circle D to F, HP
Low Grenade Toss Quarter-circle D to B, LP
Baton Throw F, F, HK
Baton Trip F, B, LP
Combo HP, HP, LP, Baton Throw
Fatality 1 D, F, D, F, Block (close)
Fatality 2 F, F, F, F, LK (far)
Animality Run, Run, Run, Run, Block (sweep)

SUB-ZERO

Ice Blast Quarter-circle D to F, LP
Ice Shower Quarter-circle D to F, HP
Ice Clone Quarter-circle D to B, LP
Slide B, LP+LK+Block
Combo (6 hit) HP, HP, LP, LK, HK, B+HK
Fatality 1 D, F, D, F, LP (close)
Fatality 2 D, F, B, HK (sweep)
Animality Hold Block, U, U, U (close)

KOOL KOMBO

There was one great kombo for Cyrax in Version 1.0 that hits your opponent with over 100% efficiency. Using this kombo you could knock anyone out as long as you could net them once. It doesn't work in Version 2.0.



1. Net your opponent and drop a bomb.



2. Uppercut your opponent...



3. The bomb sends them back to ya...



4. Net 'em again and drop a bomb...



5. Repeat until they're history!

VERSION 2 MOVES

Here's a quick reference list of the version you're most likely to be playing at the arcade (until Version 3.0 is released) or on the home versions of the game. For kombos and more explicit descriptions of these moves check out the sections for each fighter in this book.

CYRAX

Close Bomb	Hold LK, B, B, HK
Far Bomb	Hold LK, F, F, HK
Energy Net	B, B, LK
Teleport	F, F, D, Block
Air Throw	B, D, F, Block, LP (opponent must be in air, you on ground)
Fatality 1	Hold Block, D, D, F, U+Run (close)
Fatality 2	Hold Block, D, D, U, D, HP (close)
Friendship	Rn, Rn, Rn, Rn, U (far)
Babality	F, F, B, HP (any)
Animality	U, U, D, D (close)
Pit/Subway/Twr	Run, Blk, Run (close)

JAX

Single Missile	B, F, HP
Double Missile	F, F, B, B, HP
Charge Attack	F, F, HK
Gotcha Punch	F, F, LP
Multi Slam	LP, HP, HP, HP, HP
Ground Slam	Charge LK for 3 seconds
Air Throw	Block In Air
Fatality 1	Hold Blk, U, D, F, U, Release Blk (close)
Fatality 2	Run, Blk, Run, Run, LK (far)
Friendship	LK, Run, Run, LK (far)
Babality	D, D, D, LK (any)
Animality	Hold LP, F, F, D, F (close)
Pit/Subway/Twr	D, F, D, LP

KABAL

Tornado Spin	B, F, LK
Purple Fireball	B, B, HP
Airball	U, B, B, HP
Ground Blades	B, B, B, Run
Fatality 1	Run, Block, Block, Block, HK (close)
Fatality 2	D, D, B, F, Block (sweep)
Friendship	Run, LK, Run, Run, U (far)
Babality	Run, Run, LK
Animality	Hold HP, F, F, D, F (close)
Pit/Subway/Twr	Blk, Blk, Blk, HK

KANO

Cannonball	Hold LK for 3 seconds
Knife Throw	F, D, B, HP
Knife Uppercut	B, D, F, HP
Choke	B, D, F, LP
Air Throw	Blk (in air)
Fatality 1	Hold LP, F, D, D, F (close)
Fatality 2	LP, Blk, Blk, HK (sweep)
Friendship	LK, Run, Run, HK (far)
Babality	F, F, D, D, LK
Animality	Hold HP, Blk, Blk, Blk, Release HP (close)
Pit/Subway/Twr	U, U, B, LK

KUNG LAO

Hat Throw	B, F, LP
Teleport	D, U
Dive Kick	D, HK (in air)
Spin Shield	F, D, F, Run (tap run rapidly)
Fatality 1	Run+Block, Run+Block, Down (anywhere)
Fatality 2	F, F, B, D, HP (close)
Friendship	Run, LP, Run, LK (anywhere)
Babality	D, F, F, HP
Animality	Run, Run, Run, Run, Block (close)
Pit/Subway/Twr	D, D, F, F, LK

LIU KANG

Bicycle Kick	Hold LK for 3 seconds
Flying Kick	F, F, HK
High Fireball	U, F, F, HP (can be done in air)
Low Fireball	F, F, LP
Fatality 1	F, F, D, D, LK (anywhere)
Fatality 2	U, D, U, U, Blk+Run (any)
Friendship	Run, Run, Run, D+Run
Babality	D, D, D, HK (any)
Animality	D, D, U (sweep)
Pit/Subway/Twr	Run, Block, Block, LK

NIGHTWOLF

Arrow Shoot	D, B, LP
Hatchet Uppercut	D, F, HP
Reflector Shield	B, B, B, HK
Shoulder Ram	F, F, LK
Fatality 1	U, U, B, F, Blk (close)
Fatality 2	B, B, D, HP (sweep)
Friendship	Run, Run, Run, Run, D (far)
Babality	F, B, F, B, LP
Animality	F, F, D, D (close)
Pit/Subway/Twr	Run, Run, Block

SEKTOR

Heat-Seek Missile	F, D, B, HP
Straight Missile	F, F, LP
Teleport Uppercut	F, F, LK
Fatality 1	F, F, F, F, B, Blk (far)
Fatality 2	LP, Run, Run, Blk (sweep)
Friendship	Run+D, Run+D, Run+D (far)
Babality	B, D, D, D, HK (Any)
Animality	F, F, D, U (close)
Pit/Subway/Twr	Run, Run, D

SHANG TSUNG

1 Skull	B, B, HP
2 Skulls	B, B, F, HP
3 Skulls	B, B, F, F, HP
Fire Eruption	F, B, B, LK
MORPHS:	
Cyrax	Block, Block, Block
Jax	F, F, D, LP
Kabal	LP, LP, Block, HK
Kano	B, F, Block
Kung Lao	Run, Run, Block, Run
Liu Kang	360° Forward Twice
Nightwolf	U, U, U
Sektor	D, F, B, Run
Sheeva	F, D, F, LK
Sindel	B, D, B, LK
Sonya	D, Run+Block+LP
Stryker	F, F, F, HK
Sub-Zero	F, D, F, HP
Fatality 1	Hold LP, Run, Blk, Run, Blk
Fatality 2	Hold LP, D, F, F, D (close)
Friendship	LK, Run, Run, D (Far)
Babality	Run, Run, Run, LK (any)
Animality	Hold HP, Run, Run, Run, Release HP (sweep)
Pit/Subway/Twr	Up, Up, Blk, LP

SHEEVA

Fireball	B, D, F, HP
Teleport Stomp	D, U
Stomp	B, D, B, HK
Fatality 1	F, D, D, F, LP (close)
Fatality 2	Hold HK, B, F, F, release HK (close)
Friendship	F, F, D, F, F+HP (far)
Babality	D, D, D, B, HK
Animality	Run, Blk, Blk, Blk, Blk (close)
Pit/Subway/Twr	D, F, D, F, LP

SINDEL

Fireball	F, F, LP
Air Fireball	B, D, F, LK (in air)
Wave Scream	F, F, F, HP
Levitation	B, B, F, HK (Block to come down)
Fatality 1	Run, Run, Blk, Blk, Run+Block (close)
Fatality 2	Run, Run, Blk, Run, Blk (sweep)
Friendship	Run, Run, Run, Run, Run, Run, U (any) (that's 5 runs!)
Babality	Run, Run, Run, U (any)
Animality	F, F, U, HP (close)
Pit/Subway/Twr	D, D, D, D, LP

SMOKE

Grappling Hook	B, B, LP
Teleport	F, F, LK
Invisibility	U, U, Run
Fatality 1	U, U, F, D (far)
Fatality 2	Hold Blk+Run, D, D, F, U (sweep)
Friendship	Run, Run, Run, HK (any)
Babality	D, D, B, B, HK (any)
Animality	D, F, F, Block (far)
Pit/Subway/Twr	F, F, D, LK (crashes game if invisible vs. Sonya)

SONYA

Laser Rings	D, F, LP
Bicycle Kick	B, B, D, HK
Leg Grab	Down+LP+Block
Air Punch	F, B, HP
Fatality 1	B, F, D, D, Run (anywhere)
Fatality 2	Hold Blk+Run, U, U, B, D (far)
Friendship	B, F, B, D, Run (far)
Babality	D, D, F, LK (any)
Animality	Hold LP, B, F, D, F (close)
Pit/Subway/Twr	F, F, D, HP

STRYKER

High Grenade Toss	F, D, B, HP
Low Grenade Toss	F, D, B, LP
Baton Throw	F, F, HK
Baton Trip	F, B, LP
Fatality 1	D, F, D, F, Block (close)
Fatality 2	F, F, F, F, LK (far)
Friendship	LP, Run, Run, LP (far)
Babality	D, F, F, B, HP (any)
Animality	Run, Run, Run, Run, Block (sweep)
Pit/Subway/Twr	F, U, U, HK

SUB-ZERO

Ice Blast	D, F, LP
Ice Shower	D, F, HP
Ice Clone	D, B, LP
Slide	B+LP+LK+Block
Fatality 1	Blk, Blk, Run, Blk, Run (close)
Fatality 2	B, B, D, B, Run (sweep)
Friendship	LK, Run, Run, U (far)
Babality	D, B, B, HK (any)
Animality	F, U, U (close)
Pit/Subway/Twr	B, D, F, F, HK

RUMORS/TRIVIA

NICKNAMES

Cyrax (yellow) and Sektor (red) were nicknamed as Mustard and Ketchup during the making of Mortal Kombat 3 before their names were decided. Obviously these names were given because of the cyber-ninja's colors.

BURNIN' LOOPS, WATCHDOGS, JOHNNY CAGE TRANSFORMATIONS

We weren't able to discover the secrets to these curious listings in the Audit Screens (see next section). Many are guessing they're red herrings placed by the programmers to spark curiosity. There have been several Johnny Cage versus kodes spread on the information superhighway, but we couldn't get any of them to work so we spared printing them in this book.

NO FEAR PINBALL

There are a few Kombat Kodes that refer to the No Fear pinball game by Bally/Midway. By holding the flippers or completing a specific series of ramps you're bound to be treated to a new Kombat Kode or some other hint of an MK3 secret. We weren't able to find a No Fear pinball machine anywhere near us, so we couldn't test it. These secrets may be other Kombat Kodes already discovered. Check the Kombat Kodes section of this book for more information.

KERRI HOSKINS AND SOMETHING CALLED "NUDALITIES"

For those that find Sonya to be completely irresistible, you may want to make a search through your back issues of Playboy. There are several pictures of Kerri Hoskins (the actress who plays Sonya) naked floating around out there, and you can even find them on the information superhighway. Perhaps this is where the Nudality rumor started (a finishing move that removes her clothes, which we couldn't confirm). Check this address for starters, where you can also find other cool MK3 information: <ftp://rat.org/pub/mk/images/kerri>

TOASTY! FROSTY! NIFTY?

Dan Forden makes a return cameo with his humorous little "Toasty!" comment during the more powerful combos or uppercuts, and now he says at least one more comment in the game. If you play as Sub-Zero and freeze an opponent while in Danger, he'll pop up and say "Frosty!" During the sound test he can also be heard saying "Nifty!", or at least that's what it sounds like, but we didn't figure out *when* he makes this comment.



FREE PLAY AND 2.0 TO 2.1 CHANGES

Free Play is the term given when an arcade machine is set to play without the need of coins. There was a bug in version 2.0 of Mortal Kombat that would allow players to start a free game if they tapped on the Start buttons while Kano and Kabal appeared on the screen during the ending credits. Many machines would also be placed into Free Play mode after the Ultimate Kombo Kode is entered (which made it much more "Ultimate" than just adding another fighter). Both of these

bugs were fixed in version 2.1 of the chips. The following is a list of other bugs fixed in version 2.1 as noted on an update sheet from Williams/Midway:

1. **KABAL BUG FIXED**

When playing Kabal, if a player holds down High Punch for 2 seconds, then goes towards Down with the joystick and releases High Punch, the game resets.

2. **"MAXIMUM CREDITS" MESSAGE IS PRINTED IN A DIFFERENT POSITION ON THE SCREEN**

Previously "Maximum Credits" overlayed existing text on the screen. Now it is on the top of the screen which does not interfere with any other existing text.

3. **"COMPUTER CHARACTERS WALKING IN THE AIR" BUG IS FIXED**

Occasionally the "KABAL" character would block in the air and walk in the air.

4. **COMPUTER IS NO LONGER A "SUCKER" FOR COMBO MOVES WHEN BEING ATTACKED "FROM BEHIND".**

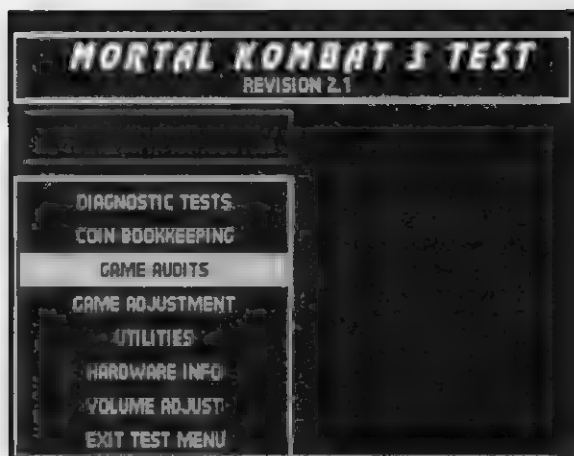
Computer used to get caught by players who would jump "behind" the computer's character and perform a kombo move. This is now fixed so players can no longer do this "cheat" pattern.

AUDIT SCREENS

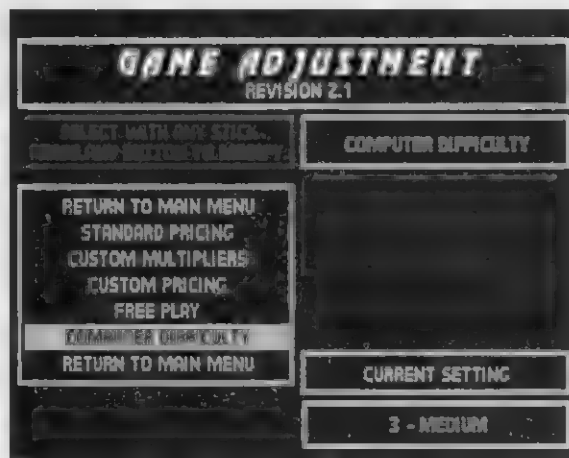
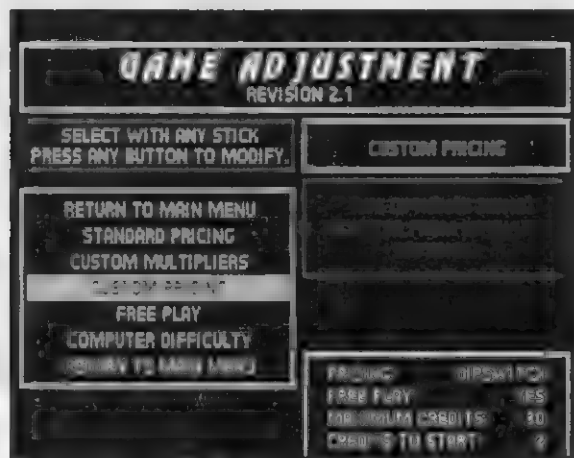
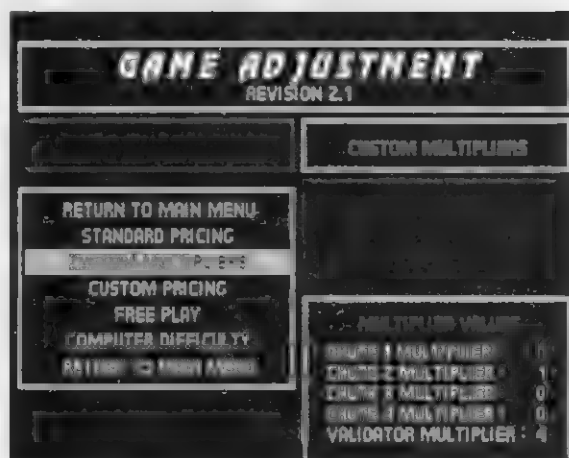
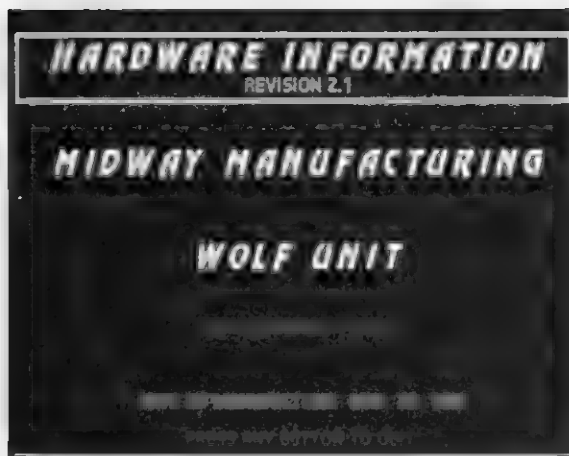
The screens on the following two pages are the audit and game option screens that arcade owners see when they put the machine into edit mode (achieved by pressing a button inside the cabinet). Within these screens the arcade owner can get a complete accounting of coins inserted, fighters selected, and even vary the game-play difficulty and volume level. Since the Mortal Kombat 3 machine uses a non-standard screen size that is taller than our screen grabber can grab, some of these shots are cut off at the bottom. In all but one case there's nothing missing in the picture other than the ability to return to the main menu.

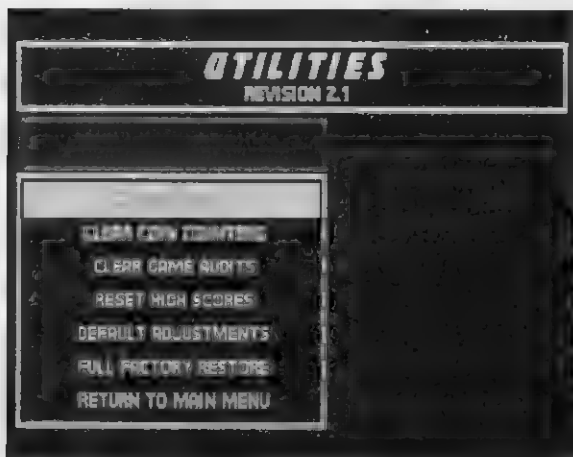
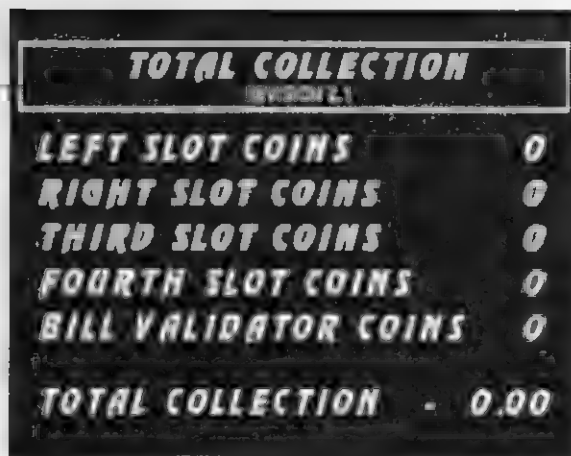
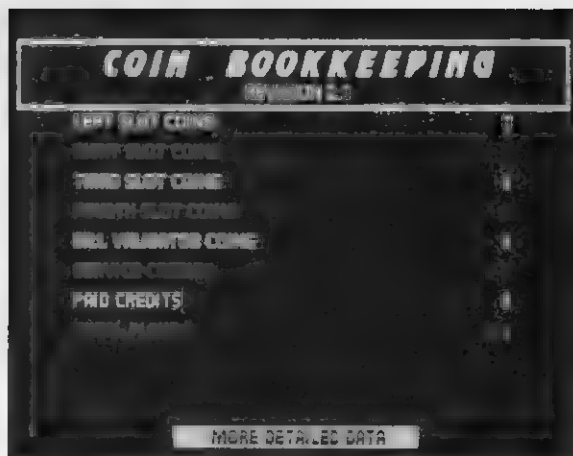


These two screens show the hints to possible secrets (or possible teasers just to make us all go insane!). Notice the listings for "Burnin Loops Successfully Completed", "Watchdogs", and "Johnny Cage Transformations".



This is the Main Menu. It's the first screen that appears.





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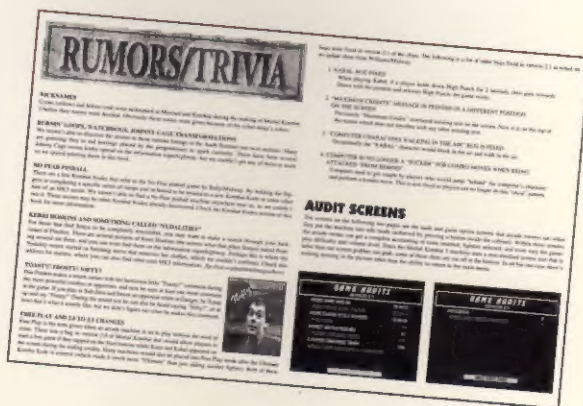
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